

Spell System (Version 3.5)

An Alternative Magic System for use with the Classless d20 system by Simon Corvan

Introduction

This system is an alternative to the current “slot” spell system that has been used by the Dungeons and Dragons game since its initial conception. This system uses the *Ars Magica* concept of combining an action, such as change, with a form, such as water, to create a magical effect. Spells are customized with an array of modifications to determine their range, duration, area, and effect.

Acknowledgments

Based on the *Sorcerous Ways* system developed by Graeme Finsen, the Spell Seed system in the *Epic Level Handbook* and inspired by Magus class and Spell Seed system developed by Andrew Evans with inputs by Ben Collyer. The basis for the concept of Techniques and Forms is *Ars Magica* (4th Edition).

Sections

[New Skills](#) – explanation and rule system

Page

2

[Examples of skill checks](#)

5

[Description of Techniques](#)

6

[Description of Forms](#)

7

[Magic and Faith](#)

8

[Combining Magical Effects](#)

8

Guidelines – base DCs for the application of Techniques to Forms

- [Air Guidelines](#)
- [Body Guidelines](#)
- [Earth Guidelines](#)
- [Fire Guidelines](#)
- [Machines Guidelines](#)
- [Magic Guidelines](#)
- [Mind Guidelines](#)
- [Nature Guidelines](#)
- [Water Guidelines](#)

[Spell Modifiers](#) – increase the effects of the spell

- [Spellcasting](#) 54
- [Situational](#) 55
- [Range](#) 56
- [Duration](#) 57
- [Area of Effect](#) 58
- [Combining multiple spells](#) 58

[Extended explanations of spells](#)

59

[Spellcasting Feats](#)

66

[Additional examples of skill checks](#)

71

New Skills

Technique: Create/ Change/ Perceive/ Destroy/ Control (Trained Only; Armor Check Penalty)

The caster must purchase each Technique skill separately. The caster's Technique skill bonus is added to rolls to use this type of spell.

Form: Nature, Water, Air, Body, Fire, Mind, Earth, Magic. (Trained Only; Armor Check Penalty)

The caster must purchase each Form skill separately. The caster's Form skill bonus is added to rolls to use this type of spell.

Spellcasting

To cast a spell the spellcaster:

- Initially, selects a Technique (e.g. Create) and applies it to a Form (e.g. Fire).
- Secondly, the spellcaster finds the initial Difficulty Check (DC) from the guidelines.
- Thirdly, they apply any modifiers to the DC for range, power of the spell, area of effect etc.
- Finally, add in any situational modifiers to the casting DC, for example being hit during the casting time of the spell.

The formula to determine success is:

$$\text{Technique (X) + Form (Y) + Intelligence modifier + d20}$$

The base range of a spell is almost always: personal/ touch.

The base area of a spell is almost always: individual target.

The base duration of a spell is almost always: instant.

Failure: If a spellcaster fails to make the DC they take subdual damage equal to the difference between their total *Technique + Form* skill and the final DC of the spell. This subdual damage cannot be magically healed.

Saving throw DC = 10 + the spellcaster's Intelligence modifier

This can be increased via the [Spellcasting](#) modifiers

NOTE: Any spell that affects more than one Form uses the caster's worst Form score e.g. A spellcaster wants to turn silk rope into steel rope = Technique (Change) + Form (Nature: silk) OR Form (Earth: steel).

Feats such as Skill Focus, Skill Mastery, and Skill Synergy cannot be applied to these skills.

Retry: You can retry a skill check.

CASTING A SPELL

To cast a spell, you must be able to speak (if the spell has a verbal component), gesture (if it has a somatic component), and manipulate the material components or focus (if any). Additionally, you must concentrate to cast a spell.

Verbal: A verbal component is a spoken incantation. To provide a verbal component, you must be able to speak in a strong voice. A spellcaster who has been deafened has a 20% chance to spoil any spell with a verbal component that he or she tries to cast.

Somatic: A somatic component is a measured and precise movement of the hand. You must have at least one hand free to provide a somatic component. To provide a somatic component, you must be able to freely gesticulate.

If you ever try to cast a spell in conditions where the characteristics of the spell cannot be made to conform, the casting fails.

CASTING TIME

Most spells have a casting time of 1 standard action.

A spell that takes 1 minute to cast comes into effect just before your turn 1 minute later (and for each of those 10 rounds, you are casting a spell as a full-round action). These actions must be consecutive and uninterrupted, or the spell automatically fails.

When you begin a spell that takes 1 round or longer to cast, you must continue the concentration from the current round to just before your turn in the next round (at least). If you lose concentration before the casting is complete, you lose the spell.

A spell with a casting time of 1 free action doesn't count against your normal limit of one spell per round.

However, you may cast such a spell only once per round. Casting a spell with a casting time of 1 free action doesn't provoke attacks of opportunity.

You make all pertinent decisions about a spell (range, target, area, effect, version, and so forth) when the spell comes into effect.

RANGE

A spell's range indicates how far from you it can reach. A spell's range is the maximum distance from you that the spell's effect can occur, as well as the maximum distance at which you can designate the spell's point of origin. If any portion of the spell's area would extend beyond this range, that area is wasted.

AIMING A SPELL

You must make some choice about whom the spell is to affect or where the effect is to originate, depending on the type of spell.

Target or Targets: Some spells have a target or targets. You cast these spells on creatures or objects, as defined by the spell itself. You must be able to see or touch the target, and you must specifically choose that target. You do not have to select your target until you finish casting the spell.

If the target of a spell is yourself, you do not receive a saving throw, and spell resistance does not apply.

Declaring yourself as a willing target is something that can be done at any time (even if you're flat-footed or it isn't your turn). Unconscious creatures are automatically considered willing, but a character who is conscious but immobile or helpless (such as one who is bound, cowering, grappling, paralyzed, pinned, or stunned) is not automatically willing.

Some spells allow you to redirect the effect to new targets or areas after you cast the spell. Redirecting a spell is a move action that does not provoke attacks of opportunity.

SAVING THROW

Usually a harmful spell allows a target to make a saving throw to avoid some or all of the effect. The saving throw might result in one of the following situations:

Negates: The spell has no effect on a subject that makes a successful saving throw.

Half: The spell deals damage, and a successful saving throw halves the damage taken (round down).

None: No saving throw is allowed.

Objects: The spell can be cast on objects, which receive saving throws only if they are magical or if they are attended (held, worn, grasped, or the like) by a creature resisting the spell, in which case the object uses the creature's saving throw bonus unless its own bonus is greater. (This notation does not mean that a spell can be cast only on objects. Some spells of this sort can be cast on creatures or objects.) A magic item's saving throw bonuses are each equal to 2 + one-half the item's caster level.

Succeeding on a Saving Throw: A creature that successfully saves against a spell that has no obvious physical effects feels a hostile force or a tingle, but cannot deduce the exact nature of the attack. Likewise, if a creature's saving throw succeeds against a targeted spell you sense that the spell has failed. You do not sense when creatures succeed on saves against effect and area spells.

Automatic Failures and Successes: A natural 1 (the d20 comes up 1) on a saving throw is always a failure. A natural 20 (the d20 comes up 20) is always a success.

Voluntarily Giving up a Saving Throw: A creature can voluntarily forego a saving throw and willingly accept a spell's result. Even a character with a special resistance to magic can suppress this quality.

SPELL RESISTANCE

Spell resistance is a special defensive ability. If your spell is being resisted by a creature with spell resistance, you must make a caster level check (1d20 + caster level) at least equal to the creature's spell resistance for the spell to affect that creature. The defender's spell resistance is like an Armor Class against magical attacks. Include any adjustments to your caster level to this caster level check.

The Spell Resistance entry and the descriptive text of a spell description tell you whether spell resistance protects creatures from the spell. In many cases, spell resistance applies only when a resistant creature is targeted by the spell, not when a resistant creature encounters a spell that is already in place.

SPELLS AS ATTACKS

Some spell descriptions refer to attacking. All offensive combat actions, even those that don't damage opponents are considered attacks. Attempts to turn or rebuke undead count as attacks. All spells that opponents resist with saving throws, that deal damage, or that otherwise harm or hamper subjects are attacks. Spells that summon monsters or other allies are not attacks because the spells themselves don't harm anyone however, if those summoned creatures attack then it counts as an attack.

SAVING THROWS AND MIND SPELL ILLUSIONS (DISBELIEF):

Creatures encountering an illusion usually do not receive saving throws to recognize it as illusory until they study it carefully or interact with it in some fashion.

A successful saving throw against an illusion reveals it to be false.

A failed saving throw indicates that a character fails to notice something is amiss. A character faced with proof that an illusion isn't real needs no saving throw. If any viewer successfully disbelieves an illusion and communicates this fact to others, each such viewer gains a saving throw with a +4 bonus.

Examples of skill checks

EXAMPLE

A spellcaster wants to blast a group of enemies with flame. The caster has:

$$\text{Technique (Create) +8 + Form (Fire) +8 + Intelligence modifier +3 = Total +21}$$

Initial DC: Create Fire 12 - Create a fire doing 2d6HP damage at Touch range.

Modifiers: +2d6 damage (+8DC), Range Close 12m (+2DC), + Area 6m diameter burst (+3DC)

Final DC: 25

The spellcaster needs to roll a 5 on the d20 to succeed in doing 4d6 points of damage to all targets inside a 6m diameter burst at a range of Close.

Failure – the spellcaster takes up to 4 points of subdual damage (Final DC25 - Skill total 21+d20)

Saving throw DC = 13 (Base 10 + Intelligence modifier 3)

EXAMPLE

A spellcaster wants to cast a strength enhancing spell on his body guard that will last all day. The caster has:

$$\text{Technique (Change) +6 + Form (Body) +8 + Intelligence modifier +3 = Total +17}$$

Initial DC: Change Body 8 – Enhance/ Diminish a person at Touch range e.g. +2 or -2/ Ability score

Modifiers: +2 Strength (+8DC), Duration 12 hours (+6DC)

Final DC: 22

The spellcaster needs to roll a 5 on the d20 to succeed in granting his guard a +4 enhancement bonus to his Strength score for 12 hours. He must touch the guard to cast the spell.

Failure – the spellcaster takes up to 4 points of subdual damage. (Final DC22 - Skill total 17+d20)

EXAMPLE

A spellcaster wants to cast a concealing spell on himself and his friends (all Medium size) simultaneously that affects the senses of seeing and hearing. The caster has:

$$\text{Technique (Destroy) +6 + Form (Mind) +6 + Intelligence modifier +3 = Total +12}$$

Initial DC: Destroy Mind 16 – Destroy a Medium size object/ creature's ability to affect one sense E.g. a destroy a person's ability to affect the sense of sight (granting invisibility)

Modifiers: + area of effect burst 6m diameter (+3DC), + sense of hearing (+4DC) Duration: Concentration (+4DC)

Final DC: 27

The spellcaster needs to roll a 15 on the d20 to succeed in granting themselves and his friends inside a 6m diameter burst the effects of being invisible and silent for as long as the spellcaster concentrates.

Failure – the spellcaster takes up to 14 points of subdual damage. (Final DC27 - Skill total 12+d20)

Techniques

Create

This Art allows you to produce objects from nothing. It turns dreams into reality. You can also use the Art of Create to perfect things that have deteriorated from their ideal nature, such as to heal a broken arm or to mend a broken vase. A Create spell might grow back a severed hand or create a bird, but it cannot grow wings on a person (that would be a Change spell).

Change

This is the Art of transformation and transmutation. Through this Art, magi can direct and control the essential mechanisms of change itself. A transformation is easiest when there is a strong connection between the original object and that resulting from the transformation: for example, it is relatively easy to turn a leaf into an apple.

There are two types of Change spells, those that change the shape of an object and those that change the substance of an object. Although Change spells are normally of limited duration, the shape of an object may be permanently changed if the substance is altered. Although the original substance eventually returns, the shape may not e.g. a Change Earth spell can be cast to change a stone wall into dirt, which falls to the ground. The dirt eventually becomes stone again, but is now a pile of stone, instead of the wall it once was.

Control

The Art of Control allows a magus to regulate matter or compel the physical actions of creatures and objects. One kind of Control spell might lift someone into the air, and another might make a person act a certain way. A Control spell does not change the target, it merely moves or controls it. Control spells can also summon a creature such as an elemental. Control spells are also able to teleport creatures and objects.

Destroy

The one trait held in common by all objects and creatures in the temporal world is that some day, inevitably, they will cease to exist. The magus who understands the Art of Destroy knows this, and uses magic to control the universal process whereby things are destroyed.

Aging, disease, decay, and dissolution are all properties inherent to objects and living things and can be drawn out through this Art.

Perceive

Perceive is the Art of perception. All things in the world are connected to each other, and Perceive allows magi the ability to see, read, and learn from these connections.

Perceive lets you perceive things or see through them. A Perceive Earth spell, for instance, can let you see through walls. Perceive cannot affect the subject of its spells (the person or thing you're watching).

Forms

Air

Air is the Art of air, wind, and weather. Air spells are powerful because the element of air is ubiquitous. Air includes in its scope most weather phenomena such as storms, lightning, rain, mist, and falling snow.

Body

Body is the Art of humans and humanlike bodies. It governs the intricate interactions that occur in those bodies with souls, as well as those that once had souls.

Earth

This Form concerns solids, especially earth and stone. Telekinesis is a function of Earth in that the physical form can be manipulated by this magic. Earth affects the very foundation of the world.

Fire

This Form concerns fire, heat, and light. Fire is the most lifelike of the four elements: it moves, it devours, and it grows. Also, just as a living thing, it can be killed by the other three elements—smothered by earth, quenched by water, or blown apart by wind. Fire's position midway between inert matter and living being gives it the advantages of both.

Machines

This form is focused on technology, manipulating machines and constructs with magic. It has many similarities to Body in the way it can be used to repair and augment the physical forms of machines. However, it is also similar to Earth in that it affects solid matter, usually metallic in nature.

Magic

This Form concerns raw magical power. All the Arts rely on the raw energy and potential of magic, but this Art refines the use of magic itself, allowing magi to assume even greater control of their spells. Magic also affects supernatural creatures such as angels and demons, which are innately magical creatures. Magic allows the spellcaster to connect to the Planes and to both Holy/ Unholy powers.

Mind

This Form concerns minds, thoughts, and spirits. It comes as close as magic can to affecting souls. Through this Art, magi manipulate what they call the body of the soul: memories, thoughts, and emotions. They can also affect the “bodies” of noncorporeal beings, such as ghosts, as these are maintained in the physical world directly by a spirit's will.

Additionally, this Form concerns illusions and phantasms. It affects only the senses and can never affect matter. Masters of this Art have learned to separate the impressions a thing leaves on the senses from the thing itself, and many of them likewise become separated from what those around them see as reality.

Nature

Nature concerns animals and creatures of all kinds, from the fish of the sea to the birds of the air. Nature spells cannot affect people and humanoids.

This Form also concerns plants and trees. This includes plant matter of all types, including that which is no longer alive—like dead wood and linens.

Water

Water concerns all manner of liquids. Through this Art, one gains access to the might of a roaring flood and the gentleness of a clear pool.

Magic and Faith

This spell system applies to all spellcasting however, some spellcasters will draw their power from their deities as faithful individuals. This is to be considered predominantly a roleplaying aspect of the system and any systemic advantages/ disadvantages of the types discussed below should be negotiated and are not hard to be consider 'rules'.

Faithful characters who draw their power from their deity should adhere to the tenets of their deity. These characters may suffer limitations in terms of the Techniques and Forms that they may cast. For example, a character who worships the god of fire may be unable to cast water spells. However, these characters may also gain advantages in casting spells aligned with their faith. For example, a character who worships the god of healing may gain bonuses to their healing spells.

Additionally, some spells have a Faith Requisite (e.g. *Holy Sword*) which can only be cast by characters who are both faithful and acting in accordance with the tenets of their deities.

Combining Magical Effects

Spells or magical effects usually work as described, no matter how many other spells or magical effects happen to be operating in the same area or on the same recipient. Except in special cases, a spell does not affect the way another spell operates. Whenever a spell has a specific effect on other spells, the spell description explains that effect. Several other general rules apply when spells or magical effects operate in the same place:

Stacking Effects: Spells that provide bonuses or penalties on attack rolls, damage rolls, saving throws, and other attributes usually do not stack with themselves. More generally, two bonuses of the same type don't stack even if they come from different spells or from effects other than spells.

Different Bonus Types: The bonuses or penalties from two different spells stack if the modifiers are of different types. A bonus that isn't named stacks with any bonus.

Same Effect More than Once in Different Strengths: In cases when two or more identical spells are operating in the same area or on the same target, but at different strengths, only the best one applies.

Same Effect with Differing Results: The same spell can sometimes produce varying effects if applied to the same recipient more than once. Usually the last spell in the series trumps the others. None of the previous spells are actually removed or dispelled, but their effects become irrelevant while the final spell in the series lasts.

One Effect Makes Another Irrelevant: Sometimes, one spell can render a later spell irrelevant. Both spells are still active, but one has rendered the other useless in some fashion.

Multiple Mental Control Effects: Sometimes magical effects that establish mental control render each other irrelevant, such as a spell that removes the subjects ability to act. Mental controls that don't remove the recipient's ability to act usually do not interfere with each other. If a creature is under the mental control of two or more creatures, it tends to obey each to the best of its ability, and to the extent of the control each effect allows. If the controlled creature receives conflicting orders simultaneously, the competing controllers must make opposed Charisma checks to determine which one the creature obeys.

Spells with Opposite Effects: Spells with opposite effects apply normally, with all bonuses, penalties, or changes accruing in the order that they apply. Some spells negate or counter each other.

Instantaneous Effects: Two or more spells with instantaneous durations work cumulatively when they affect the same target.

AIR GUIDELINES

Create Air

Initial DC 4:

- Create 1m³ of air (+1m³/ +4DC).
- Create a light breeze.

Initial DC 8:

- Create a thunderclap that causes Deafness. A deafened character cannot hear. They take a –4 penalty on initiative checks, automatically fails Perception checks that rely on sound, and have a 20% chance of spell failure when casting spells with verbal components. Affects up to CR 2 (+2CR/ +4DC)
- Create a light fog: If there is 4m of fog between you and an opponent it provides partial concealment (20% miss chance, and the attacker cannot use sight to locate the target)

Initial DC 12:

- Create a blast of air to bull rush or trip a target with a +4 on the roll (+2/ +4DC)
- Create lightning doing 2d6 damage (+1d6/+4DC).
- Create a sonic blast doing 2d6 damage (+1d6/+4DC).

Initial DC 16:

- Create a heavy fog: If there is 4m of fog between you and an opponent it provides total concealment (50% miss chance, and the attacker cannot use sight to locate the target)
- Create a torrent of wind: A Tiny or smaller creature on the ground is knocked down and rolled 1d4x3m, taking 1d4 points of nonlethal damage per 3m. If flying, a Tiny or smaller creature is blown back 2d6x3m and takes 2d6 points of nonlethal damage due to battering and buffeting. Small creatures are knocked prone by the force of the wind or, if flying, are blown back 1d6x3m. Medium creatures are unable to move forward against the force of the wind or, if flying, are blown back 1d6x2m. Large or larger creatures may move normally within the wind effect. (+1 Size effect/+4DC)
- Create a solid fog: A creature caught within the fog finds it incredibly difficult to move. Creatures may make a Strength check against DC15 and move 2m for each point by which the check result exceeds the DC. If you have at least 4m of fog between you and an opponent, it provides partial cover (+4 AC) and partial concealment (20% miss chance).
- Create a 3-foot-long, blazing beam of electricity in the target's hand. Attacks with the *shock blade* are made as melee touch attacks. The blade deals 1d6 points of electrical damage (+1d6/ +4DC). Since the blade is immaterial, Strength modifier does not apply to the damage. A *shock blade* can ignite combustible materials such as parchment, straw, dry sticks, and cloth.

Initial DC 20:

- Create a severe rainstorm/ snowstorm. Spellcasters within the area are considered to be in Violent Motion.
- Create electricity or sonic waves in the shape of a wall 6m long (+6m/ +4DC) or a ring with a radius of 2m (+2m/+4DC); either form is 6m high. One side of the wall, selected by you, sends forth waves, dealing 2d4 points of damage to creatures within 4m and 1d4 points of damage to those past 4m but within 6m. The wall deals this damage when it appears and on your turn each round to all creatures in the area. In addition, the wall deals 2d6 points of damage (+1d6/ +4DC) to any creature passing through it. If you create the wall so that it appears where creatures are, each creature takes damage as if passing through the wall.

Initial DC 24:

- Create a shield of electricity: This spell wreathes a target in electricity and causes damage to each creature that attacks it in melee. Any creature striking the shielded target with its body or a handheld weapon deals normal damage, but at the same time the attacker takes 1d6 points of electrical damage (+1d6/ +4DC). Attacks made by creatures wielding weapons with reach are not subject to this damage.

Initial DC 40:

- Create an enormous black storm cloud with a diameter of 80m and a duration of two minutes
1st Round: Lightning and crashing claps of thunder appear within the storm. Each creature beneath the cloud must succeed on a Fortitude save or be deafened for 1d4x8 minutes.
2nd Round: Acid rains down in the area, dealing 1d6 points of acid damage.
3rd Round: You call six bolts of lightning down from the cloud. You decide where the bolts strike. No two bolts may be directed at the same target. Each bolt deals 4d6 points of electricity damage. A creature struck can attempt a Reflex save for half damage.
4th Round: Hailstones rain down in the area, dealing 4d6 points of bludgeoning damage.
4th Round onward: Violent rain and wind gusts reduce visibility. The rain obscures all sight, including darkvision, beyond 2m. A creature 2m away has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target). Speed is reduced by three-quarters.
Ranged attacks within the area of the storm are impossible. Spellcasters within the area are considered to be in Violent Motion.

Perceive Air**Initial DC 4:**

- Sense one property of air & gases e.g. determine if it is safe to breathe.

Initial DC 8:

- Learn all mundane properties of the air & gases.

Initial DC 12:

- Make your senses unhindered by the air & gases e.g. you can hear over a howling wind or see through fog.
- Learn the magical properties of something primarily composed of air/ gas.
- Detect air & gases.

Initial DC 16:

- Predict the weather with a reasonable degree of accuracy up to one week in advance (+1 week/ +4DC).
- Read an air elemental's surface thoughts.

Initial DC 20:

- Speak with air/ gases. See [Extended Explanations](#)
- Read the memories of an air elemental up to one week prior (+1 week/ +4DC).

Change Air**Initial DC 8:**

- Double or halve the strength or intensity of one minor air phenomenon within a 6m diameter burst e.g. fog, smoke, or odor.
- Transform air in a slightly unnatural manner – up to 1m³ e.g. make yellow wind or strawberry flavored fog. (+1m³/ +4DC)

Initial DC 12:

- Change air into a mundane liquid or gas – up to 1m³ e.g. air into water as you breathe it in.
- Increase the base speed of a flying creature by 4m (+4m/ +4DC)

Initial DC 16:

- The target weapon is granted one of the following special abilities: Distance, Throwing, Returning, Frost, Shock. See [Extended Explanations](#)
- Change the air inside a body into a very unnatural gas (Requisites) e.g. air into chlorine gas doing 2d6 damage (+1d6/ +4DC).
- Change air into a solid fog: A creature caught within the fog finds it incredibly difficult to move. Creatures may make a Strength check against DC15 and move 2m for each point by which the check result exceeds the DC. If you have at least 4m of fog between you and an opponent, partial cover (+4 AC) and partial concealment (20% miss chance).

Initial DC 24:

- Gaseous form (Requisites): the target becomes gaseous, gains a fly speed equal to its normal movement speed, cannot cast spells with verbal/ somatic components, becomes immune to critical hits and sneak attacks. While gaseous the target can pass through tiny holes with ease.

*Destroy Air***Initial DC 4:**

- Destroy up to 1m³ of air/ gases (+1m³/ +4DC).
- Stop very minor weather phenomena, such as breezes.

Initial DC 8:

- Destroy one aspect of mundane air/ gases e.g. its smell - Up to 1m³ (+1m³/ +4DC).

Initial DC 12:

- Do 2d6HP damage (+1d6/ +4DC) to an air elemental.

Initial DC 16:

- Weaken an air elemental so that it is vulnerable to critical strikes and sneak attacks. Affects up to CR4 (+2CR/ +4DC).
- Destroy one aspect of extraordinary or supernatural air/ gases e.g. its smell - Up to 1m³ (+1m³/ +4DC).
- Stop any one part of a weather phenomenon e.g. stop lightning from striking the target during a thunder-storm.

Initial DC 20:

- Drain an air elemental doing 2d6HP damage (+1d6/+4DC). You gain temporary hit points equal to the damage you deal. However, you can't gain more than the subject's current hit points +CON, which is enough to kill the subject. The temporary hit points disappear 1 hour later.

Initial DC 24:

- Destroy air inside a creature e.g. inside a creature's lungs (Requisites)
- Stop a weather phenomenon in a 6m diameter.

Initial DC 40:

- Kill an air elemental - up to CR10 (+2CR/ +4DC)

Control Air

Initial DC 4:

- Control up to 6m³ of air in a natural fashion e.g. control direction, speed of flow by 2km/hour (+2km/+4DC)

Initial DC 8:

- Control up to 6m³ of air in a slightly unnatural fashion e.g. stand in smoke without it touching you.
- Slow a falling target up to Medium size so that it takes no damage when it lands (+1 size/ +4DC). If the target moves beyond the spell's range normal falling rules apply.
- Use the air to control or slowly move a single creature/ object of up to 25kg at a distance of Close e.g. a mug, an instrument (+50kg/ +4DC). The spell has a -2 for opposed strength checks (+2 opposed checks/ +4DC). The weight can be moved vertically, horizontally, or in both directions. An object cannot be moved beyond your range. The spell ends if the object is forced beyond the range. An object can be manipulated as if with one hand. For example, a lever or rope can be pulled, a key can be turned, an object rotated, and so on, if the force required is within the weight limitation. You might even be able to untie simple knots, though delicate activities such as these require Intelligence checks.

Initial DC 12:

- Control up to 3m³ of air/ gases in a highly unnatural fashion e.g. take on a humanoid form. (+ 3m³/ +4DC)
- Ward against CR 3 Air Elementals (+2CR/ +4DC). See [Extended Explanations](#)
- Bind a target with air so that it is slowed. A slowed creature moves at half speed, cannot run or charge, and takes a -2 penalty on all attack rolls and a -4 penalty to Dexterity. Affects a target up to Medium size (+1 Size/ +4DC)
- Summon/ Banish up to CR 2 of Air Elementals (+1CR/ +4DC). See [Extended Explanations](#)
- Control up to a maximum of CR 3 of Air Elementals (+2CR/ +4DC). See [Extended Explanations](#)

Initial DC 16:

- Use air currents to grant a target the ability to fly at Speed 12m (+4m Speed/ +4DC) with Maneuverability Class Poor (+1 Maneuverability Class/ +4DC)
- Ward against Air spells and damage - An invisible, mobile field surrounds the target and prevents spells less than this Initial DC from affecting the warded target. (+ effectiveness/ + DC) If the spell or effect (e.g. a non magical lightning bolt) are damaging – the ward absorbs a maximum 10 points of damage (+20/+4DC).
- Bind a target with air: The target can act normally but cannot move, it can speak but not be heard above the winds, spellcasters are considered to be in Vigorous Motion. Ranged attacks in or out are at -2 to attack. Affects a target up to Medium size (+1 Size/ +4DC)

Initial DC 20:

- Use the air to violently move a single creature/ object of up to 50kgs at a distance of Close (+ 50kgs/ +4DC). This is fast enough to deal significant damage. If the target hits a passable barrier en route to its destination (such as a desk or pew), the target takes 1d3 bludgeoning damage per 3m moved from the impact (max4d3). If the target hits an impassable barrier (such as a wall or bookshelf), the target takes 1d6 bludgeoning damage per 4m moved from the impact (max4d6). If the target hits a piercing barrier (such as spikes or claws), it takes 2d6 piercing damage per 4m moved from the stab (max6d6). Finally, if the target falls any significant distance it also takes damage from falling. Anything the target hits also takes damage but only half. The spell has a +2 for opposed strength checks (+2/ +4DC).
- Grant target armour one of following special abilities: Sonic Resistance, Electricity Resistance. See [Extended Explanations](#)

Initial DC 32:

- Force the air to form powerful cyclone of raging wind (2m wide at the base and 8m high) that moves through the air, along the ground, or over water at a speed of 20m per round. You can concentrate on controlling the cyclone's every movement or specify a simple program. Directing the cyclone's movement or changing its programmed movement is a standard action for you. The cyclone always moves during your turn. If the cyclone exceeds the spell's range, it moves in a random, uncontrolled fashion for 1d3 rounds and then dissipates. (You can't regain control of the cyclone, even if comes back within range.) Any Large or smaller creature that comes in contact with the spell effect must succeed on a Reflex save or take 3d6 points of damage. A Medium or smaller creature that fails its first save must succeed on a second one or be picked up bodily by the cyclone and held suspended in its powerful winds, taking 1d6 points of damage each round on your turn with no save allowed. You may direct the cyclone to eject any carried creatures whenever you wish, depositing the hapless souls wherever the cyclone happens to be when they are released.

Initial DC 40:

- Change the weather in the local area. It takes 10 minutes to cast the spell and an additional 10 minutes for the effects to manifest. You can call forth/ banish weather appropriate to the climate and season of the area you are in.

Season Possible Weather

Spring	Tornado, thunderstorm, sleet storm, or hot weather
Summer	Torrential rain, heat wave, or hailstorm
Autumn	Hot or cold weather, fog, or sleet
Winter	Frigid cold, blizzard, or thaw

You control the general tendencies of the weather, such as the direction and intensity of the wind. You cannot control specific applications of the weather—where lightning strikes, for example, or the exact path of a tornado. When you select a certain weather condition to occur, the weather assumes that condition 10 minutes later (changing gradually, not abruptly). The weather continues as you left it for the duration, or until you use a standard action to designate a new kind of weather (which fully manifests itself 10 minutes later). Contradictory conditions are not possible simultaneously.

BODY GUIDELINES

Create Body

Initial DC 4:

- Prevent the decay of a body.
- Stabilize one wound (+1HP)

Initial DC 8:

- Create a Medium size humanoid corpse.
- Suppress the effects of Fatigue in a humanoid
- Suppress the progress of a disease or poison.

Initial DC 12:

- Heal 2d6 (+1d6/+4DC) points of damage
- Suppress the effects of Exhaustion in a humanoid

Initial DC 16:

- Heal a humanoid 1d4 ability damage (+1d4/ 4DC)
- Heal a crippled limb, repair damaged eyes/ ears.

Initial DC 20:

- Remove Nausea in a humanoid
- Cure a disease in a humanoid, counteracting its effects.

Initial DC 36:

- Regrow a humanoid's missing body part.

Initial DC 40:

- Resurrection: you are able to restore life and complete strength to any deceased humanoid. The condition of the remains is not a factor. So long as some small portion of the creature's body still exists, it can be resurrected, but the portion receiving the spell must have been part of the creature's body at the time of death. The creature can have been dead no longer than 10 years (+10/ +4DC). Upon completion of the spell, the creature is immediately restored to full hit points, vigor, and health. However, the subject loses 50SP. You can resurrect someone killed by a death effect or someone who has been turned into an undead creature and then destroyed. You cannot resurrect someone who has died of old age. The subject's soul must be free and willing to return. If the subject's soul is not willing to return, the spell does not work

Perceive Body

Initial DC 4:

- Sense very general information about a body e.g. race, age, gender, health

Initial DC 8:

- Sense a specific piece of information about a body e.g. medical problems
- Detect humanoids.

Initial DC 12:

- Speak with a body up to one week dead (+1 month/+4DC). See [Extended Explanations](#)

Initial DC 16:

- Sense all useful information about a body.

Initial DC 20:

- Sense the location of a humanoid (+DC based on how well/ poorly known the person is to the spellcaster) See [Extended Explanations](#)

Change Body**Initial DC 4:**

- Change a small part of a humanoid e.g. eyecolour, nose shape

Initial DC 8:

- Enhance/ Diminish a humanoid
 - increase/ decrease speed by 4m (+ or -4m/ +4 DC)
 - +2 or -2 enhancement bonus physical Ability score such as STR, DEX or CON (+1 or -1/+4DC)
NOTE: Only one physical Ability score can be enhanced.
- Grant a humanoid a new extraordinary sensory ability effective to a 30m range (+30m/ +4DC): echolocation, darkvision, scent, tremorsense
- Change the target's appearance (though they must still remain humanoid in form) granting a +4 enhancement bonus to disguise checks (+4/+4DC).
- Chameleon effect – grant a target the ability to change colours to match their background granting a +4 enhancement bonus on Stealth checks (+4/+4DC)
- Change a humanoid so that it gains a +4 enhancement bonus to a physical skill e.g. climb, jump, swim. (+4/ +4DC)

Initial DC 12:

- Enlarge/ reduce a humanoid by a size category (+ or - Size/ +8DC).
Enlarge: height x2, weight x 8. Target gains: +2 size bonus to Strength, –2 size penalty to Dexterity (to a minimum of 1), +4 size bonus to grapple, and a –1 penalty on attack rolls and AC due to its increased size. A humanoid creature whose size increases to Large has a space of 4m and a natural reach of 4m.
Reduce: height /2, weight /8. Target gains: +2 size bonus to Dexterity, –2 size penalty to Strength (to a minimum of 1), -4 size penalty to grapple, and a +1 bonus on attack rolls and AC due to its reduced size.

Initial DC 16:

- Change a humanoid in a highly unnatural way e.g.
 - claws doing 1d6 damage (+1d6/+4DC), fangs doing 1d4 damage (+1d4/+4DC)
 - armored skin = enhancement bonus 2DR (+1/+4DC), spiked skin doing 1d3 damage (+1d3/+4DC).

Initial DC 20:

- Target's body adapts to a hostile environment. Target can adapt to underwater, extremely hot, extremely cold, or airless environments, allowing it to survive as if it were a creature native to that environment. It can breathe and move (though penalties to movement and attacks, if any for a particular environment, remain), and it takes no damage simply from being in that environment. However, any environmental feature that normally directly deals 1 or more dice of damage per round deals the target only half the usual amount of damage.
- Radically change a humanoid in an unnatural way e.g.
 - Wings - Fly at Speed 12m (+4m Speed/ +4DC) with Maneuverability Class Poor (+1 Maneuverability Class/ +4DC).
 - Extra set of limbs - Note: The use of this spell does not automatically grant additional attacks.

Initial DC 24:

- Turn a humanoid into an animal/ plant of the same size (+ or -1 Size/ +4DC). The new form cannot be of a higher CR than the RL of the original creature. (Nature requisite). This is similar to Polymorph and the [Extended Explanations](#) encapsulate the rules.
- Turn a humanoid into a solid inanimate object or plant of the same size (Requisites).

Initial DC 32:

- Give a humanoid a supernatural ability e.g.
 - Breath weapon dealing 3d6 damage in a 3m cone re-usable every 1d4+1 rounds (Requisites).
- Fusion: Two willing, corporeal, living humanoids of the same or smaller size fuse into one being. See [Extended Explanations](#)
- Polymorph a creature. See [Extended Explanations](#) (Requisites)

Initial DC 40:

- Fission: You can divide a humanoid, creating a duplicate that comes into existence 2m away. See [Extended Explanations](#)

*Destroy Body***Initial DC 4:**

- Do superficial damage to a body e.g. remove its hair.

Initial DC 8:

- Cause a humanoid pain, but do no real damage. This results in a -2 morale penalty to attack and skill checks. Affects up to CR 3 (+2 CR/ +4DC)

Initial DC 12:

- Do 2d6HP damage to a humanoid (+1d6/+4DC).
- Destroy a corpse.
- Inflict a minor disease doing 1d2 ability damage (+1d2 ability damage/ +4DC).
- Cause Fatigue. A fatigued character can neither run nor charge and takes a -2 penalty to Strength and Dexterity. Affects up to CR3 (+2CR/ +4DC)

Initial DC 16:

- Weaken an undead so that it is vulnerable to critical strikes and sneak attacks. Affects up to CR4 (+2CR/ +4DC).
- Cause Exhaustion. An exhausted humanoid moves at half speed and takes a -6 penalty to Strength and Dexterity. Affects up to CR4 (+2CR/ +4DC)

Initial DC 20:

- Cause Nausea. Nauseated creatures are unable to attack, cast spells, concentrate on spells, or do anything else requiring attention. The only action such a character can take is a single move action per turn. Affects up to CR5 (+2CR/ +4DC)
- Drain the life of a humanoid doing 1d6HP damage (+2d6/+4DC). You gain temporary hit points equal to the damage you deal. However, you can't gain more than the subject's current hit points +10, which is enough to kill the subject. The temporary hit points disappear 1 hour later.
- Cripple a creature's limb. If this is a leg: moves at half speed, cannot run or charge and takes a -6 penalty to Strength and Dexterity. If this is an arm: cannot use that arm and takes a -6 penalty to Strength and Dexterity. Affects up to CR4 (+2CR/ +4DC)
- Cause Blindness in a creature: -2 penalty to Armor Class, loses Dexterity bonus to AC (if any), moves at half speed, and takes a -4 penalty on Search checks and on most Strength- and Dexterity-based skill checks. All checks and activities that rely on vision (such as reading and Spot checks) automatically fail. All opponents are considered to have total concealment (50% miss chance) to the blinded character. Affects up to CR4 (+2CR/ +4DC)

Initial DC 36:

- Destroy a humanoid's limb - up to CR8 (+2CR/ +4DC)

Initial DC 40:

- Kill a person - up to CR10 (+2CR/ +4DC)

Control Body**Initial DC 8:**

- Deflect attacks by the natural weapons of a humanoid (usually fists) granting a +2 Deflection bonus to AC. (+1 AC/ +4DC)
- Make a humanoid lose partial control of a limb - up to CR3 (+2CR/ 4DC). Leg = speed reduced by half, arm = -2 to attack rolls.

Initial DC 12:

- Animate corpses as undead creatures up to CR 2 (+1CR/ +4DC).
e.g. Skeletons (from bones) or zombies (from corpses) can be created. Free willed and extraplanar undead cannot be created with this spell. See [Extended Explanations](#)
- Deanimate undead creatures up to CR2 (+1CR/ 4DC).
- Control up to a maximum of CR 3 of undead (+2CR/ +4DC). See [Extended Explanations](#)

Initial DC 16:

- Control the gross physical actions of up to CR3 of humanoids (+2CR/ 4DC). An affected creature never obeys suicidal or obviously harmful orders. Any act by you or your apparent allies that attacks the person breaks the spell. If you force the target to engage in combat, its attack is your base attack bonus, does only base weapon damage and loses all dexterity bonuses to AC. See [Extended Explanations](#)
- Ward against humanoids. See [Extended Explanations](#)
- Ward against Body spells - An invisible, mobile field surrounds the target and prevents spells less than this Initial DC from affecting the warded target (+ effectiveness/ + DC). If the spells are damaging – the ward absorbs a maximum 10 points of damage (+20/+4DC).
- Shield Other: This spell wards the subject and creates a connection between you and the subject so that some of its wounds are transferred to you. The subject takes only half damage from all wounds and attacks (including that dealt by special abilities) that deal hit point damage. The amount of damage not taken by the warded creature is taken by you. Forms of harm that do not involve hit points, such as *charm* effects, temporary ability damage, level draining, and death effects, are not affected. If the subject suffers a reduction of hit points from a lowered Constitution score, the reduction is not split with you because it is not hit point damage. When the spell ends, subsequent damage is no longer divided between the subject and you, but damage already split is not reassigned to the subject.

Initial DC 24:

- Paralyze a humanoid: A paralyzed character is frozen in place and unable to move or act. A paralyzed character has effective Dexterity and Strength scores of 0 and is helpless, but can take purely mental actions. A winged creature flying in the air at the time that it becomes paralyzed cannot flap its wings and falls. A paralyzed swimmer can't swim and may drown - up to CR4 (+2CR/ 4DC)
- Teleport one humanoid a distance of Close. (+degree of familiarity with location/ +DC) See [Extended Explanations](#)

Initial DC 28:

- Create greater undead creatures - up to CR 4 (+1CR/ +4DC). See [Extended Explanations](#)
Free willed and extraplanar undead cannot be created with this spell e.g. shadows, wraiths, spectres, or devourers.

EARTH GUIDELINES

Create Earth

Initial DC 8:

- Create up to a 1m³ block of sand, loose dirt or mud (+1m³/ +4DC).
- Create a shockwave that knocks a target prone – up to Medium size (+1 size/ +4DC). An attacker who is prone has a –4 penalty on melee attack rolls. A defender who is prone gains a +4 bonus to Armor Class against ranged attacks, but takes a –4 penalty to AC against melee attacks. Standing up is a move-equivalent action that provokes an attack of opportunity.
- Create a dust cloud: If there is 4m of dust between you and an opponent it provides partial concealment (20% miss chance, and the attacker cannot use sight to locate the target).

Initial DC 12:

- Create up to a 1m³ block of clay. (+1m³/ +4DC)
- Repair an object 2d6HP (+1d6/ +4DC)

Initial DC 16:

- Create a heavy dust cloud: If there is 4m of dust between you and an opponent it provides total concealment (50% miss chance, and the attacker cannot use sight to locate the target)
- Create up to 1m³ of objects fashioned from mundane metal or stone products e.g. an iron longsword. (+1m³/ +4DC)
- Create up to a 1m³ block of stone, glass or mundane metal. (+1m³/ +4DC)

Initial DC 20:

- Create a wall of stone up to 6m long, 2m high and 2.5cm thick (+4m long or 2m high or 2.5cm thick/+4DC) or ring of stone with a radius of up to 2m (+2m/+4DC) and 2.5cm thick (+2.5cm/+4DC). Each 2m section of the wall has 12 hit points per 2.5cm of thickness and hardness 8. A section of wall whose hit points drop to 0 is breached. If a creature tries to break through the wall with a single attack, the base DC for the Strength check is 20 (base DC18 + 2 per 2.5cm of thickness). It is possible, but difficult, to trap mobile opponents within or under a wall of stone, provided the wall is shaped so it can hold the creatures. Creatures can avoid entrapment with successful Reflex saves. See [Extended Explanations](#)
- Magnetic Pulse: All unattended ferrous metallic objects that weigh less than 10kgs are immediately hurled in a random direction to a point just beyond the area of the spell. Alternatively, you can direct the spell inward, and all unattended ferrous metallic objects are hurled toward the center of the area. Attended ferrous metal objects are affected differently by this spell. Fairly small ferrous metal objects worn on the body (such as jewelry) are whisked off the creature's body unless he makes a Reflex save. Characters in ferrous metal armor are subjected to a trip attack at +8. Similarly, the spell makes a disarm attack at +8 against any ferrous weapons or objects held in an affected creature's hands. Creatures made primarily of ferrous metal (such as iron golems) are subjected to a bull rush attack at +8.

Initial DC 24:

- Create a shield of spikes: This spell covers a target in spikes and causes damage to each creature that attacks it in melee. Any creature striking the shielded target with its body or a handheld weapon deals normal damage, but at the same time the attacker takes 1d6 points of piercing damage (+1d6/ +4DC). Attacks made by creatures wielding weapons with reach are not subject to this damage.
- Create a wall of spikes up to 4m long, 4m wide and 2m high (+4m long or 4m wide or 2m high/ +4DC). Any creature forced into or attempting to move through a wall of spikes takes 2d6HP damage (+1d6/+4DC) slashing damage per round of movement. Creatures can force their way slowly through the wall by making a Strength check as a full-round action. For every 1 point by which the check exceeds DC16, a creature moves 2m (up to a maximum distance equal to its normal land speed). Any creature within the area of the spell when it is cast takes damage as if it had moved into the wall and is caught inside. In order to escape, it must attempt to push its way free, or it can wait until the spell ends. A wall of spikes can be breached by slow work with bludgeoning weapons. Chopping away at the wall creates a safe passage 10m deep for every 1 minute of work.
- Create up to 1m³ of objects fashioned from extraordinary stone or metal products e.g. an adamantium longsword. (+1m³/ +4DC)
- Bombard a target with rocks dealing 3d6 damage (+1d6 damage/ +4DC). Medium size creatures are buried under rocks requiring a DC16 Strength check to free themselves. (+ Size/ +4DC)

Initial DC 28:

- Create a wall of iron up to 6m long, 2m high and 2.5cm thick (+4m long or 2m high or 2.5cm thick/+4DC) or ring of stone with a radius of up to 2m (+2m/+4DC) and 2.5cm thick (+2.5cm/+4DC). Each 2m section of the wall has 16 hit points per 2.5cm of thickness and hardness 10. If a creature tries to break through the wall with a single attack, the base DC for the Strength check is 24 (base DC22 + 2 per 2.5cm of thickness). See [Extended Explanations](#)

Initial DC 40:

- Create up to 1m³ of precious or extraordinary gemstones/ metal. (+1m³/ +8DC)

Perceive Earth**Initial DC 4:**

- Identify common stone and metals, understanding all components of a mixture or alloy.

Initial DC 8:

- Learn all the natural properties of an object primarily made of stone or metal.
- Gain a +4 insight bonus to Wilderness Lore skill checks when tracking in predominantly earth/ stone environments (+4/+4DC)

Initial DC 12:

- Learn the extraordinary properties of an object primarily made of stone or metal.
- Grant a target the insight to move across difficult terrain as though it was clear terrain.
- Detect stone/ metal at a distance of Close.

Initial DC 16:

- Make your senses unhindered by 1m of solid earth/ metal material e.g. see through a rock. (+1m/ +4DC)
- Speak with a natural rock e.g. a boulder. See [Extended Explanations](#)
- Perceive past events that happened in an area primarily stone/ earth with one sense up to week prior (+1 week/ +4DC). (+1 sense/ +4DC)
- Grant a target the insight to move across difficult terrain as though it was clear terrain without leaving tracks.

Initial DC 20:

- Speak with an artificial rock e.g. a statue. See [Extended Explanations](#)
- Detect traps constructed of stone/ metal

Change Earth**Initial DC 4:**

- Change dirt to another type of natural earth - up to 1m³ e.g. sand to loam (+1m³/ +4DC)

Initial DC 8:

- Change dirt to stone or stone to dirt - up to 1m³. (+1m³/ +4DC)
- Harden a creature's hands to stone-like resilience, their unarmed attacks do 1d6 damage (Medium size creature) and are considered armed.
- Coat a weapon primarily made of stone/ metal in silver.

Initial DC 12:

- Change dirt so that it is unnatural - up to 1m³ e.g. into quicksand (+1m³/ +4DC)
- Change stone to mundane metal or mundane metal to stone - up to 1m³. (+1m³/ +4DC)
- Reshape the surface (2cm deep) of stone.
- Increase or decrease an object's hardness by up to 4 (+2/ +4DC)
- Improve a weapon primarily made of stone/ metal to Masterwork quality, granting a +1 enhancement bonus to attack.
- Improve armour primarily made of stone/ metal to Masterwork quality, granting a +1 enhancement bonus to damage reduction and a -1 reduction to armour check penalties.

Initial DC 16

- Improve the threat range of a slashing weapon primarily made of stone/ metal granting a +2 enhancement bonus to threat range. (+1/ +8DC)
- Change dirt to mundane metal or mundane metal to dirt - up to 1m³. (+1m³/ +4DC)
- Change dirt into a natural liquid - up to 1m³ (+1m³/ +4DC) (Water requisite)
- Reshape the surface (2cm deep) of metal.

Initial DC 20:

- Grant a target the ability to pass through stone and metal. If the spell's duration expires or the effect is dispelled before the target voluntarily exits, it is violently expelled and takes 4d6 points of damage.
- Change the ground so that rocky ground, stone floors, and similar surfaces shape themselves into long, sharp points in a 6m diameter burst. Any creature moving on foot into or through the spell's area moves at half speed. In addition, each creature moving through the area takes 1d6 points of piercing damage for each 2m of movement through the spiked area. Chopping away at the spikes creates a safe passage 10m deep for every 1 minute of work.
- Reshape stone: You can form an existing piece of stone into any shape that suits your purpose. While it's possible to make crude coffer, doors, and so forth with this spell, fine detail isn't possible - up to 2m³ (+2m³/ +4DC)

Initial DC 24:

- Stone form (Requisites): the target becomes like stone, cannot cast spells with verbal/ somatic components, becomes immune to critical hits and sneak attacks, gains +4DR.
- Reshape metal: You can form an existing piece of metal into any shape that suits your purpose. While it's possible to make crude coffer, doors, and so forth with this spell, fine detail isn't possible - up to 2m³ (+2m³/ +4DC)

Initial DC 28:

- Awaken a stone's consciousness resembling that of a human.

Destroy Earth

Initial DC 8:

- Destroy up to 1m³ of dirt. (+1m³/ +4DC).

Initial DC 12:

- Damage a construct 2d6HP (+1d6/ +4DC)
- Destroy up to 1m³ of stone. (+1m³/ +4DC).
- Do 2d6HP damage (+1d6/ +4DC) to a construct/ earth elemental.

Initial DC 16:

- Shatter up to 1m³ of metals (+1m³/ +4DC).
- Weaken a construct/ earth elemental so that it is vulnerable to critical strikes and sneak attacks. Effects up to CR4 (+2CR/ +4DC)

Initial DC 20:

- Drain a construct/ earth elemental doing 2d6HP damage (+1d6/+4DC). You gain temporary hit points equal to the damage you deal. However, you can't gain more than the subject's current hit points +CON, which is enough to kill the subject. The temporary hit points disappear 1 hour later.

Initial DC 28:

- Reverse gravity: causing all unattached objects and creatures within the spell's area of effect to fall upward. If some solid object (such as a ceiling) is encountered in this fall, falling objects and creatures strike it in the same manner as they would during a normal downward fall. If an object or creature reaches the top of the area of effect without striking anything, it remains there, oscillating slightly, until the spell ends. At the end of the spell duration, affected objects and creatures fall downward.

Initial DC 40:

- Kill an earth elemental - up to CR10 (+2CR/ +4DC)

Control Earth

Initial DC 8:

- Deflect attacks by weapons primarily made of metal or stone granting a +2 Deflection bonus to AC. (+1 AC/ +4DC)
- Control or slowly move a single creature/ object of up to 25kg at a distance of Close e.g. a mug, an instrument. The spell has a -2 for opposed strength checks. (+50kg/ +4DC) (+2 opposed checks/ +4DC). The weight can be moved vertically, horizontally, or in both directions. An object cannot be moved beyond your range. The spell ends if the object is forced beyond the range. An object can be telekinetically manipulated as if with one hand. For example, a lever or rope can be pulled, a key can be turned, an object rotated, and so on, if the force required is within the weight limitation. You might even be able to untie simple knots, though delicate activities such as these require Intelligence checks.
- Slow a falling target up to Medium size so that it takes no damage when it lands (+1 size/ +4DC). If the target moves beyond the spell's range normal falling rules apply.

Initial DC 12:

- Control up to 1m³ of earth in a highly unnatural fashion e.g. take on a humanoid form. (+1m³/ +4DC).
- Imbue inanimate stone/ earth/ metal with mobility and a semblance of animation. These Animated objects then immediately act in whatever fashion you direct. You can change the set actions as a move action, as if directing an active spell. This spell cannot Animate objects carried or worn by a creature. Affects an amount of material up to Small size. (+1size/+8DC). See Monstrous Manual for Animated Object Stats. See [Extended Explanations](#) for limitations.
- Ward against Earth Elementals up to CR3 (+2CR/ +4DC). See [Extended Explanations](#)
- Telekinetically bull rush or trip a target with a +4 on the roll (+2/ +4DC)
- Telekinetically anchor a target granting +4 vs. bull rush and trip attempts (+2/ +4DC)
- Summon/ Banish Earth Elementals up to CR2 (+1CR/ +4DC). See [Extended Explanations](#)
- Control up to a maximum of CR 3 of Earth Elementals (+2CR/ +4DC). See [Extended Explanations](#)

Initial DC 16:

- Ward against Earth spells - An invisible, mobile field surrounds the target and prevents spells less than this Initial DC from affecting the warded target (+ effectiveness/ + DC). If the spells are damaging – the ward absorbs a maximum 10 points of damage (+20/+4DC).
- Bind a target with earth: The target can act normally but cannot move. Affects a target up to Medium size (+1 Size/ +4DC)

Initial DC 20:

- Violently move a single creature/ object of up to 50kgs at a distance of Close (+ 50kgs/ +4DC). This is fast enough to deal significant damage. If the target hits a passable barrier en route to its destination (such as a desk or pew), the target takes 1d3 bludgeoning damage per 3m moved from the impact (max4d3). If the target hits an impassable barrier (such as a wall or bookshelf), the target takes 1d6 bludgeoning damage per 4m moved from the impact (max4d6). If the target hits a piercing barrier (such as spikes or claws), it takes 2d6 piercing damage per 4m moved from the stab (max6d6). Finally, if the target falls any significant distance it also takes damage from falling. Anything the target hits also takes damage but only half. The spell has a +2 for opposed strength checks (+2/ +4DC).
- Grant target shield one of following special abilities: Animated, Bashing, Returning. See [Extended Explanations](#)

Initial DC 40:

- Create an *earthquake* with a 50m diameter. When you cast an *earthquake*, an intense but highly localized tremor rips the ground. The shock knocks creatures down, collapses structures, opens cracks in the ground, and more. The effect lasts for 1 round, during which time creatures on the ground can't move or attack. The *earthquake* affects all terrain, vegetation, structures, and creatures in the area. The specific effect of an earthquake spell depends on the nature of the terrain where it is cast.
 - *Cave, Cavern, or Tunnel*: The spell collapses the roof, dealing 8d6 points of bludgeoning damage to any creature caught under the cave-in (Reflex DC 12 half) and pinning that creature beneath the rubble (see below). An *earthquake* cast on the roof of a very large cavern could also endanger those outside the actual area but below the falling debris.
 - *Cliffs*: *Earthquake* causes a cliff to crumble, creating a landslide that travels horizontally as far as it fell vertically. Any creature in the path takes 8d6 points of bludgeoning damage (Reflex DC 12 half) and is pinned beneath the rubble (see below).
 - *Open Ground*: Each creature standing in the area must make a DC 12 Reflex save or fall down. Fissures open in the earth, and every creature on the ground has a 20% chance to fall into one (Reflex DC 16 to avoid a fissure). At the end of the spell, all fissures grind shut, dealing 8d6 damage to any creatures still trapped within.
 - *Structure*: Any structure standing on open ground takes 80 points of damage, enough to collapse a typical wooden or masonry building, but not a structure built of stone or reinforced masonry. Hardness does not reduce this damage, nor is it halved as damage dealt to objects normally is. Any creature caught inside a collapsing structure takes 8d6 points of bludgeoning damage (Reflex DC 12 half) and is pinned beneath the rubble (see below).
 - *River, Lake, or Marsh*: Fissures open underneath the water, draining away the water from that area and forming muddy ground. Soggy marsh or swampland becomes quicksand for the duration of the spell, sucking down creatures and structures. Each creature in the area must make a DC 12 Reflex save or sink down in the mud and quicksand. At the end of the spell, the rest of the body of water rushes in to replace the drained water, possibly drowning those caught in the mud.
 - *Pinned beneath Rubble*: Any creature pinned beneath rubble takes 1d6 points of nonlethal damage per minute while pinned. If a pinned character falls unconscious, he or she must make a DC 12 Constitution check or take 1d6 points of lethal damage each minute thereafter until freed or dead.

FIRE GUIDELINES

Create Fire

Initial DC 4:

- Ignite a small amount flammable e.g. dry wood or charcoal. Effects up to 1m³ of materials (+1m³/ +4DC)
- Cause a Medium size target to glow as if it was a candle (+1 size/ +4DC)
- Dazzle a target - The creature is unable to see clearly due to overstimulation of the eyes. A dazzled creature takes a –1 penalty on attack rolls and visual perception checks.

Initial DC 8:

- Ignite something slightly flammable (like damp wood or leather). Effects up to 1m³ of materials (+1m³/ +4DC)
- Cause a Medium size target to glow with bright light - 6m diameter (+6m/ +4DC) (+1 size/ +4DC)
- Heat a Medium size object enough to boil water, this deals 1d4HP damage to the object.

Initial DC 12:

- Create a fire doing 2d6HP damage (+1d6/ +4DC).
- Create a bright light with a 6m diameter. (+6m/ +4DC)
- Heat a Medium size object enough to make it glow red-hot, dealing 1d4HP damage to creatures touching it.

Initial DC 16:

- Create a 3-foot-long, blazing beam of red-hot fire in the target's hand. Attacks with the *flame blade* are made as melee touch attacks. The blade deals 1d6 points of fire damage (+1d6/ +4DC). Since the blade is immaterial, Strength modifier does not apply to the damage. A *flame blade* can ignite combustible materials such as parchment, straw, dry sticks, and cloth.
- Blind a target with searing light. A blinded target takes a –2 penalty to Armor Class, loses Dexterity bonus to AC (if any), moves at half speed, and takes a –4 penalty on Search checks and on most Strength- and Dexterity-based skill checks. All checks and activities that rely on vision (such as reading and Spot checks) automatically fail. All opponents are considered to have total concealment (50% miss chance) to the blinded character. Affects up to CR3 (+2CR/ +4DC).

Initial DC 20:

- Create flames in the shape of a wall 6m long (+6m/ +4DC) or a ring of fire with a radius of 2m (+2m/+4DC); either form is 6m high. One side of the wall, selected by you, sends forth waves of heat, dealing 2d4 points of fire damage to creatures within 4m and 1d4 points of fire damage to those past 4m but within 6m. The wall deals this damage when it appears and on your turn each round to all creatures in the area. In addition, the wall deals 2d6 points of fire damage (+1d6/ +4DC) to any creature passing through it. If you create the wall so that it appears where creatures are, each creature takes damage as if passing through the wall.
- Heat an object enough to melt steel, dealing 3d6 points of damage to creatures touching it. Effects up to 1m³ of materials (+1m³/ +4DC)

Initial DC 24:

- Create daylight. This may affect supernatural creatures that are harmed by daylight.
- Create a shield of flame: This spell wreathes a target in flame and causes damage to each creature that attacks it in melee. Any creature striking the shielded target with its body or a handheld weapon deals normal damage, but at the same time the attacker takes 1d6 points of fire damage (+1d6/ +4DC). Attacks made by creatures wielding weapons with reach are not subject to this damage.

Perceive Fire

Initial DC 4:

- Sense mundane properties of a fire/ the remnants of a fire e.g. knowing that a patch of ash was once a letter.

Initial DC 8:

- Sense all properties of a fire/ the remnants of a fire e.g. reading a letter that had been burnt to ash. (language dependent)

Initial DC 12:

- Make your senses unhindered by fire e.g. you can see clearly through raging fire.
- Detect fire.

Initial DC 16:

- See heat (thermo vision) up to 30m (+30m/ +4DC).
- Scry/ Perceive creatures/ objects that are illuminated by a fire. See [Extended Explanations](#)
- Perceive past events in a 6m diameter area of fire/ ash with one sense up to week prior (+1 week/ +4DC). (+1 sense/ +4DC)

Initial DC 20:

- Speak with a fire. See [Extended Explanations](#)

Change Fire

Initial DC 4:

- Change a Medium size fire so that it is slightly unnatural e.g. make the flames colored, or make the smoke smell of roses. (+1 size/ +4DC)

Initial DC 8:

- Change a Medium size fire so that it is completely unnatural e.g. multicolored flames that form images while the crackling of the fire sounds like a piano being played. (+1 size/ +4DC)

Initial DC 12:

- Change a Medium size fire (+1 size/ +4DC) into a solid object, if that object is broken (DC12) the fire returns.
- Make a major change in a fire, while leaving it recognizably the same e.g. enlarge/ reduce a fire by a size category. (+1 size category/ +4DC)

Initial DC 20:

- Change a Medium size fire (+1 size/ +4DC) into a natural liquid.
- The target weapon is granted one of the following special abilities: Flaming, Frost.

Initial DC 28:

- Awaken a fire's consciousness resembling that of a human.
- Fire form (Requisites): the target becomes fire, cannot cast spells with verbal/ somatic components, becomes immune to critical hits and sneak attacks. While in fireform the target can pass through tiny holes with ease. Creatures touching the fireform target take 1d6 points of fire damage.

Destroy Fire

Initial DC 4:

- Extinguish a Small fire, cooling the ashes to merely warm. (+1 size/ +4DC)
- Chill a Small object so that it is cool to touch. (+1 size/ +4DC)

Initial DC 8:

- Destroy one aspect of a Medium fire (+1 Size/ +4DC) e.g. heat, light, smoke. (+1 aspect/ +4DC)

Initial DC 12:

- Freeze a Medium size creature/ object so that it is slowed (+1 size/ +4DC). A slowed creature moves at half speed, cannot run or charge, and takes a –2 penalty on all attack rolls and a –4 penalty to Dexterity.
- Destroy light in a diameter of 6m. (+6m/ +4DC)
- Do 2d6HP damage (+1d6/ +4DC) to a fire elemental.

Initial DC 16:

- Freeze a Medium size creature/ object so that it is immobile but not helpless. (+1 size/ +4DC).
- Weaken a fire elemental so that it is vulnerable to critical strikes and sneak attacks. Affects up to CR4 (+2CR/ +4DC).

Initial DC 20:

- Drain a fire elemental doing 2d6HP damage (+1d6/+4DC). You gain temporary hit points equal to the damage you deal. However, you can't gain more than the subject's current hit points +CON, which is enough to kill the subject. The temporary hit points disappear 1 hour later.

Initial DC 24:

- Freeze a Medium size creature/ object so that it is paralyzed. (+1 size/ +4DC). A paralyzed character is frozen in place and unable to move or act. A paralyzed character has effective Dexterity and Strength scores of 0 and is helpless, but can take purely mental actions. A winged creature flying in the air at the time that it becomes paralyzed cannot flap its wings and falls. A paralyzed swimmer can't swim and may drown.

Initial DC 40:

- Kill a fire elemental - up to CR10 (+2CR/ +4DC)

Control Fire

Initial DC 4:

- Control up to 3m³ of fire in a natural fashion e.g. control direction, speed of flow by 2km/hour (+2km/+4DC)

Initial DC 8:

- Control up to 3m³ of fire in a slightly unnatural fashion e.g. stand in smoke without it touching you. (+3m³/+4DC)

Initial DC 12:

- Control up to 3m³ of fire in a highly unnatural fashion e.g. take on a humanoid form. (+3m³/+4DC)
- Ward against Fire Elementals up to CR3 (+2CR/ +4DC). See [Extended Explanations](#)
- Control the light around a target so that one Medium object/ creature appears to be blurred (+1 size/ +4DC). Attacks reliant on sight against this target suffer a 20% miss chance.
- Summon/ Banish Fire Elementals up to CR2 (+1CR/ +4DC). See [Extended Explanations](#)
- Control up to a maximum of CR 3 of Fire Elementals (+2CR/ +4DC). See [Extended Explanations](#)

Initial DC 16:

- Ward against Fire spells and damage - An invisible, mobile field surrounds the target and prevents spells less than this Initial DC from affecting the warded target (+ effectiveness/ + DC). If the spell or effect (e.g. a natural fire) are damaging – the ward absorbs a maximum 10 points of damage (+20/+4DC).
- Control the light around a target so that one Medium object/ creature appears to be *displaced* up to 2m away from its actual position (+1 size/ +4DC). Against creatures reliant on sight the creature benefits from a 50% miss chance as if it had total concealment. However, unlike actual total concealment, *displacement* does not prevent enemies from targeting the creature normally.

Initial DC 20:

- Grant target armour one of following special abilities: Fire Resistance, Cold Resistance. See [Extended Explanations](#)

Initial DC 24:

- Teleport one humanoid a distance of Close by stepping from one fire to another – both must be at least of equal size to the creature. (+degree of familiarity with location/ +DC) See [Extended Explanations](#)

Initial DC 32:

- Force fire from a blaze at least Huge in size (3m³) to form powerful cyclone of raging flames (2m diameter and 8m high) that moves through the air, along the ground, or over water at a speed of 8m per round. You can concentrate on controlling the cyclone's every movement or specify a simple program. Directing the cyclone's movement or changing its programmed movement is a standard action for you. The cyclone always moves during your turn. If the cyclone exceeds the spell's range, it moves in a random, uncontrolled fashion for 1d3 rounds and then dissipates. (You can't regain control of the cyclone, even if comes back within range.) Any Large or smaller creature that comes in contact with the spell effect must succeed on a Reflex save or take 4d6 points of damage. A Medium or smaller creature that fails its first save must succeed on a second one or be picked up bodily by the cyclone and held suspended in its powerful winds, taking 2d6 points of damage each round on your turn with no save allowed. You may direct the cyclone to eject any carried creatures whenever you wish, depositing the hapless souls wherever the cyclone happens to be when they are released.

MACHINES GUIDELINES

Create Machines

Initial DC 4:

- Repair superficial damage to a machine

Initial DC 12:

- Repair 2d6 (+1d6/+4DC) points of damage to a machine
- Create up to 1m³ of simple machine components. (+1m³/ +4DC)

Initial DC 16:

- Recharge a machine's power source by 25% (+25%/ +4DC). This spell can only recharge mechanical and chemical power sources such as steam and clockwork.

Initial DC 20:

- Repair a lost/ crippled machine appendage - effects up to Medium size (+1 size/ +4DC)
- Create up to 1m³ of complex machine components. (+1m³/ +4DC)
- Create a wall of interlocked metal cogs 6m² (+2m²/+4DC) or ring of cogs with a radius of up to 2m (+2m/+4DC) and 2.5cm thick (+2.5cm/+4DC). Each 2m square of the wall has 10 hit points per inch of thickness and hardness 4. A section of wall whose hit points drop to 0 is breached. If a creature tries to break through the wall with a single attack, the base DC for the Strength check is 18 (base DC16 + 2 per 2.5cm of thickness). It is possible, but difficult, to trap mobile opponents within or under a wall of stone, provided the wall is shaped so it can hold the creatures. Creatures can avoid entrapment with successful Reflex saves. See [Extended Explanations](#)

Initial DC 32:

- Create up to 1m³ of extraordinary machine components. (+1m³/ +4DC)
- Create a wall of revolving gears 4m long, 3m wide and 2m high (+4m long or 3m wide or 2m high/ +4DC). Any creature forced into or attempting to move through a wall of gears takes 2d6HP damage (+1d6/+4DC) crushing damage per round of movement. Creatures can force their way slowly through the wall by making a Strength check as a full-round action. For every 1 point by which the check exceeds DC16, a creature moves 2m (up to a maximum distance equal to its normal land speed). Any creature within the area of the spell when it is cast takes damage as if it had moved into the wall and is caught inside. In order to escape, it must attempt to push its way free, or it can wait until the spell ends. A wall of gears can be breached by slow work with bludgeoning weapons. Chopping away at the wall creates a safe passage 1m deep for every 1 minute of work.

Perceive Machines

Initial DC 4:

- Sense very general information about a machine e.g. age, function, level of energy

Initial DC 8:

- Sense a specific piece of information e.g. mechanical problems
- Detect machines.

Initial DC 12:

- Grant a target the insight to move through industrial terrain as though it was clear terrain.
- 'Read' information encoded onto a mechanical item. Depending on the information this can be language dependent.
- Grant one target a +4 insight bonus to a technical skill involving machines (+4 bonus/+8DC)

Initial DC 16:

- Sense all useful information about a machine.
- Sense the location of a machine (+DC based on how well/ poorly known the machine is to the spellcaster)
- Perceive past events in an area of machinery with one sense up to week prior (+1 week/ +4DC). (+1 sense/ +4DC)

Initial DC 20:

- Speak with a machine. See [Extended Explanations](#)
- Make one target's senses unhindered by 1m of solid material e.g. see through a machine. (+1m/ +4DC)
- Detect traps constructed of machinery

Change Machines**Initial DC 4:**

- Change a small part of a machine e.g. paint colour, handle shape

Initial DC 8:

- Enhance/ Diminish a machine
 - +2 or -2 enhancement bonus physical Ability score such as STR, DEX or CON (+1 or -1/+4DC)
 - increase/ decrease movement speed by 4m (+ or -4m/ +4 DC)
- Utterly change the target's appearance (though they must still remain machinelike in form) granting a +4 enhancement bonus to disguise checks (+4/+4DC).
- Chameleon effect – grant a target the ability to change colours to match their background granting a +4 enhancement bonus on Stealth checks (+4/+4DC)
- Change a machine so that it gains a +4 bonus to a physical skill e.g. climb, jump, swim. (+4/ +4DC)

Initial DC 12:

- Make a major change in a machine, while leaving it recognizably the same e.g. enlarge/ reduce by a size category (+ Size/ +4DC).
 Enlarge: height x2, weight x 8. Target gains: +2 size bonus to Strength, –2 size penalty to Dexterity (to a minimum of 1), +4 size bonus to grapple, and a –1 penalty on attack rolls and AC due to its increased size. A target whose size increases to Large has a space of 4m and a natural reach of 3m.
 Reduce: height /2, weight /8. Target gains: +2 size bonus to Dexterity, –2 size penalty to Strength (to a minimum of 1), -4 size penalty to grapple, and a +1 bonus on attack rolls and AC due to its reduced size.

Initial DC 16:

- Change a machine in a highly unnatural way e.g.
 - claws doing 1d6 damage (+1d6/+4DC), fangs doing 1d4 damage (+1d4/+4DC)
 - armored skin = enhancement bonus 2DR (+2/+4DC), spiked surface doing 1d3 damage (+1d3/+4DC).

Initial DC 20:

- Grant a target the ability to pass through machines. If the spell's duration expires or the effect is dispelled before the target voluntarily exits, it is violently expelled and takes 4d6 points of damage.
- Target's body adapts to a hostile environment. Target can adapt to underwater, extremely hot, extremely cold, or airless environments, allowing it to survive as if it were native to that environment. It can 'breathe' (useful for steam powered machines underwater) and move (though penalties to movement and attacks, if any for a particular environment, remain), and it takes no damage simply from being in that environment. Any environmental feature that normally directly deals 1 or more dice of damage per round deals the target only half the usual amount of damage.

Initial DC 24:

- Reshape machines: You can form an existing piece of machinery into any shape that suits your purpose. While it's possible to make crude coffers, doors, and so forth with this spell, fine detail isn't possible

Initial DC 32:

- Turn a machine into an animal/ plant of the same size (+ or -1 Size/ +4DC). The new form cannot be of a higher CR than the RL of the original creature. (Nature requisite)
- Turn a machine into a solid inanimate object of the same size (Earth requisite).

Destroy Machines**Initial DC 4:**

- Do superficial damage to a machine e.g. remove its paintwork, cause surface rust

Initial DC 12:

- Do 2d6HP damage to a machine (+1d6/+4DC).
- Destroy up to 1m³ of machine components. (+1m³/ +4DC).

Initial DC 16:

- Weaken a machine so that it is vulnerable to critical strikes and sneak attacks. Affects up to CR4 (+2CR/ +4DC).
- Deplete a machine's power source by 25% (+25%/ +4DC). This spell can only depower mechanical and chemical power sources such as steam and clockwork.
- Cause Blindness in a machine: -2 penalty to Armor Class, loses Dexterity bonus to AC (if any), moves at half speed, and takes a -4 penalty on Search checks and on most Strength- and Dexterity-based skill checks. All checks and activities that rely on vision (such as reading and Spot checks) automatically fail. All opponents are considered to have total concealment (50% miss chance) to the blinded creature. Affects up to CR4 (+2CR/ +4DC)

Initial DC 20:

- Cripple a machine's limb. If this is a leg: moves at half speed, cannot run or charge and takes a -6 penalty to Strength and Dexterity. If this is an arm: cannot use that arm and takes a -6 penalty to Strength and Dexterity. Affects up to CR4 (+2CR/ +4DC)

Initial DC 40:

- Destroy a machine - up to CR10 (+2CR/ +4DC)

Control Machines**Initial DC 8:**

- Deflect attacks by the natural weapons of a machine granting a +2 Deflection bonus to AC. (+2 AC/ +4DC)
- Make a machine lose partial control of a limb - up to CR3 (+2CR/ 4DC). Leg = speed reduced by half, arm = -2 to attack rolls.

Initial DC 12:

- Unlock or lock a mechanism with a DC16 (+4/ +4DC)
- Animate/ De-Animate machinery as constructs: up to a maximum of CR 2(+1CR/ +4DC). (See [Extended Explanations](#))

Initial DC 16:

- Control the gross physical actions of up to CR3 of machines (+2CR/ 4DC). If you force the target to engage in combat, its attack is your base attack bonus, does only base weapon damage and loses all dexterity bonuses to AC.
- Ward against machines. (See [Extended Explanations](#))
- Ward against Machines spells - An invisible, mobile field surrounds the target and prevents spells less than this Initial DC from affecting the warded target (+ effectiveness/ + DC). If the spells are damaging – the ward absorbs a maximum 10 points of damage (+20/+4DC).

Initial DC 24:

- Paralyze a machine: A paralyzed machine is frozen in place and unable to move or act. A paralyzed machine has effective Dexterity and Strength scores of 0 and is helpless. A winged machine flying in the air at the time that it becomes paralyzed cannot flap its wings and falls. A paralyzed machine can't swim and may sink - up to CR4 (+2CR/ 4DC)
- Teleport one machine a distance of Close. (+degree of familiarity with location/ +DC) See [Extended Explanations](#)

MAGIC GUIDELINES

NOTE:

Many Magic spell Initial DCs are based on the Initial DC of the magical effect/ creature that they are targeting/ setting. These Initial DCs are then modified for Range, Duration etc as per normal.

Create Magic

- Create a magical shell which looks real to *Perceive* spells.
- Create a magical shell which prevents *Perceive* spells from learning any details about the magic on the target.
- Create a magical shell which provides an additional layer of defense against *Destroy Magic* spells.

Initial DC 4:

- Create an arcane connection to a location/ target.

Initial DC 12:

- Heal a supernatural creature 2d6 points of damage (+1d6/+4DC)
- Create a magical bolt doing 2d6HP force damage (+1d6/ +4DC).

Initial DC 16:

- Aid Another: Spellcasters can aid other spellcasters to make their skill checks. If the check is successful, a +4 bonus is added to the other spellcaster's roll (+4 bonus/ +8DC).
NOTES: This cannot have an extended duration, it provides one-time bonus. Additional spellcasters can only provide a +4 bonus each.
- Spiritual Weapon: A weapon made of pure force springs into existence and attacks opponents at a distance, as you direct it, dealing 1d8 force damage per hit (+1 damage/+4DC). The weapon takes the shape of a weapon favored by your deity or a weapon with some spiritual significance or symbolism to you and has the same threat range and critical multipliers as a real weapon of its form. It strikes the opponent you designate, starting with one attack in the round the spell is cast and continuing each round thereafter on your turn. It uses your base attack bonus (but never allowing it multiple attacks per round) plus your Intelligence modifier as its attack bonus. It strikes as a spell, not as a weapon, so, for example, it can damage creatures that have damage reduction. As a force effect, it can strike incorporeal creatures without the normal miss chance associated with incorporeality. The weapon always strikes from your direction. It does not get a flanking bonus or help a combatant get one. Your feats or combat actions do not affect the weapon. If the weapon goes beyond the spell range, if it goes out of your sight, or if you are not directing it, the weapon returns to you and hovers. Each round after the first, you can use a move action to redirect the weapon to a new target. If you do not, the weapon continues to attack the previous round's target. Even if the *spiritual weapon* is a ranged weapon, use the spell's range, not the weapon's normal range increment, and switching targets still is a move action. A *spiritual weapon* cannot be attacked or harmed by physical attacks, but can be dispelled. A *spiritual weapon's* AC against touch attacks is 12 (10 + size bonus for Tiny object). If an attacked creature has spell resistance, you make a caster level check (1d20 + caster level) against that spell resistance the first time the *spiritual weapon* strikes it. If the weapon is successfully resisted, the spell is dispelled. If not, the weapon has its normal full effect on that creature for the duration of the spell. (Faith requisite)

Initial DC 20:

- Consecrate: This spell blesses an area with positive energy. Each Charisma check made to turn undead within this area gains a +3 sacred bonus. Every undead creature entering a *consecrated* area suffers minor disruption, giving it a –1 penalty on attack rolls, damage rolls, and saves. Undead cannot be created within or summoned into a *consecrated* area. If the *consecrated* area contains an altar, shrine, or other permanent fixture dedicated to your deity, pantheon, or aligned higher power, the modifiers given above are doubled (+6 sacred bonus on turning checks, –2 penalties for undead in the area). (Faith requisite)
- Desecrate: This spell imbues an area with negative energy. Each Charisma check made to turn undead within this area takes a –3 profane penalty, and every undead creature entering a *desecrated* area gains a +1 profane bonus on attack rolls, damage rolls, and saving throws. An undead creature created within or summoned into such an area gains +1 hit points per HD. If the *desecrated* area contains an altar, shrine, or other permanent fixture dedicated to your deity or aligned higher power, the modifiers given above are doubled (–6 profane penalty on turning checks, +2 profane bonus and +2 hit points per HD for undead in the area). Furthermore, anyone who animates dead within this area gains a +4 profane bonus to their spellcasting check. (Faith requisite)
- Create magical energy in the shape of a wall 6m long (+6m/ +4DC) or a ring of energy with a radius of 2m (+2m/+4DC); either form is 6m high. One side of the wall, selected by you, sends forth waves, dealing 2d4 points of damage to creatures within 4m and 1d4 points of damage to those past 4m but within 6m. The wall deals this damage when it appears and on your turn each round to all creatures in the area. In addition, the wall deals 2d6 points of damage (+2d6/ +4DC) to any creature passing through it. If you create the wall so that it appears where creatures are, each creature takes damage as if passing through the wall.

Initial DC 24

- Holy/ Unholy word: A supernatural creature of opposed alignment/ faith to the spellcaster that hears the *holy/ unholy word* suffers the following ill effects. Affects a supernatural creature up to CR5 (+2CR/+4DC) (Faith Requisite).
Effect: Equal to CR = Deafened for 1d4 rounds, CR -2 = Blinded & deafened for 2d4 rounds, CR -4 = Paralyzed, blinded & deafened for 1d10 minutes.

Initial DC 32:

- Create magical energy in the shape of a wall of force 6m long (+6m/ +4DC) or a ring of energy with a radius of 2m (+2m/+4DC); either form is 4m high (+4m/ +4DC). The wall cannot move, it is immune to damage of all kinds, and it is unaffected by most spells. Breath weapons and spells cannot pass through the wall in either direction, although *teleport*, and similar effects can bypass the barrier. It blocks ethereal creatures as well as material ones (though ethereal creatures can usually get around the wall by floating under or over it through material floors and ceilings). Gaze attacks can operate through a *wall of force*. The wall must be continuous and unbroken when formed. If its surface is broken by any object or creature, the spell fails. See [Extended Explanations](#)

Perceive Magic

Detect and understand magical -

- Spells
- Effects
- Items
- Creatures
- Portals and Gates
- Auras

You can use *Perceive Magic* to detect magical auras. The amount of information revealed depends on how long you study a particular area or subject.

1st Round: Presence or absence of magical auras.

2nd Round: Number of different magical auras and the power of the most potent aura.

3rd Round: The strength and location of each aura. If the items or creatures bearing the auras are in line of sight, you can make Knowledge (Arcana) skill checks to determine the type of magic involved in each. (Make one check per aura: Knowledge check DC = Spell DC) If the aura emanates from a magic item, you can attempt to identify its properties.

Magical areas, multiple types of magic, or strong local magical emanations may distort or conceal weaker auras.

Aura Strength: An aura's power depends on a spell's functioning spell level or an item's caster level; see the accompanying table. If an aura falls into more than one category, *detect magic* indicates the stronger of the two.

Lingering Aura: A magical aura lingers after its original source dissipates (in the case of a spell) or is destroyed (in the case of a magic item). If *detect magic* is cast and directed at such a location, the spell indicates an aura strength of dim (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original power:

Duration of Lingering Aura = Faint 1d6 rounds, Moderate 1d6 minutes, Strong 1d6 × 10 minutes, Overwhelming 1d6 days

Change Magic

Change a spell –

- Split one spell into two spells (with halved effects)
- Change the target of a spell
- Invert a spell, causing an opposite effect e.g. a *Create Body* spell changed into a *Destroy Body* spell.

Initial DC 12:

- Augment familiar/ Animal companion: The target is granted a +4 STR and CON, +2DR. It only affects a familiar/ Animal companion. (+1 STR and CON/ +4DC) (+1DR/ +4DC)
- The target weapon/ armour is granted +1 magical enhancement bonus. (+1 enhancement/ +4DC). Weapon enhancement effects both attack and damage. Armour enhancement effects DR.

Initial DC 20:

- The target weapon is granted one of the following special abilities: Distance, Ghost touch, Merciful, Mighty cleaving, Returning, Throwing, Wounding See [Extended Explanations](#)

Initial DC 28:

- The target weapon is granted one of the following special abilities: Speed, Brilliant energy, Dancing, Holy/ Unholy (Faith Requisite) See [Extended Explanations](#)

Initial DC 32:

- The target weapon is granted one of the following special abilities: Vorpal, Blessed/Blighted (Faith Requisite) See [Extended Explanations](#)

Destroy Magic

- Reduce the size/ duration/ area/ range of a magical effect.
- Destroy a spell/ magical effect.
- Suppress a creature's spell resistance

Initial DC 12:

- Damage a supernatural creature 2d6 points of damage (+1d6/+4DC)

Initial DC 16:

- Suppress Another: Spellcasters can suppress other spellcasters to make it harder for them to successfully cast spells their skill checks: +4 penalty is added to the other spellcaster's DC (+4 penalty/+8DC).
NOTE: This cannot have an extended duration, it provides one-time bonus.
- Weaken a supernatural creature so that it is vulnerable to critical strikes and sneak attacks. Affects up to CR4 (+2CR/ +4DC).

Initial DC 20:

- Drain a supernatural creature doing 2d6HP damage (+1d6/+4DC). You gain temporary hit points equal to the damage you deal. However, you can't gain more than the subject's current hit points +CON, which is enough to kill the subject. The temporary hit points disappear 1 hour later.

Initial DC 40:

- Kill a supernatural creature - up to CR10 (+2CR/ +4DC)

Control Magic

- Counterspell (see below)

Initial DC 12:

- Ward against a supernatural creature up to CR3 e.g. a demon (+2CR/+4DC). This cannot be used to control/ ward against Elementals. See [Extended Explanations](#)
- Summon/ Banish an extraplanar creature up to CR2 e.g. a demon (+1CR/+4DC). This cannot be used to summon/ banish Elementals. See [Extended Explanations](#)
- Control up to a maximum of CR 3 of supernatural creatures (+2CR/ +4DC). See [Extended Explanations](#)

Initial DC 16:

- Ward against Magic spells - An invisible, mobile field surrounds the target and prevents spells less than this Initial DC from affecting the warded target (+ effectiveness/ + DC). If the spells are damaging – the ward absorbs a maximum 10 points of damage (+20/+4DC).
- Ward against Planar effects - An invisible, mobile field surrounds the target and protects them from the natural dangers of a specified Plane. Gravity traits, alignment traits and magical traits of a Plane are not warded against e.g. the entrapment effect of Elysium.

Initial DC 24:

- Ward against Teleportation spells - An invisible, mobile field surrounds the target and prevents Teleportation spells from affecting the warded target.

Initial DC 32:

- Planeshift the target (+degree of familiarity with location/ +DC) See [Extended Explanations](#)
- Ward against all Planar effects - An invisible, mobile field surrounds the target and protects them from the all dangers of a specified Plane including things like gravity traits, alignment traits and magical traits.

Control Magic - Counterspell:

You can also counterspell a spell that another spellcaster is casting. Counterspelling is the art of picking apart the energies of a spell as they come together while dispelling is doing the same once a spell is already in place. To counterspell, you must be able to perceive the opponent casting his spell.

You may then make a *Control Magic* check at any time (unless you yourself are casting a spell), and attempt to counterspell. If your check equals the Final DC of your opponent's spell, your opponent's spell fizzles and dies in his hands.

You can counterspell at any time, even if it is not your action and you have no readied action to do so.

However, you take a penalty on your opposed Control Magic check to counterspell and must have an Attack of Opportunity to spend in the attempt.

Only one Attack of Opportunity can be used for counterspelling each round.

Penalty	Preparedness
0	It is your initiative or you have readied an action to counterspell.
+6DC	You have not readied an action, but you also have not used all your attacks of opportunity this round.

If you fail to successfully counterspell, you suffer the consequences as though you had failed in casting a spell. In this case the DC is equivalent to the opponent's Final DC + modifiers.

MIND GUIDELINES

Create Mind

Initial DC 4:

- Place up to 25 words in another's mind (language dependent). (+25 words/ +4DC) (+25 word reply/ +4DC).

Initial DC 8:

- Restore a lost memory.
- Create an emotion in a mind - affects up to a total of CR3 (+2CR/+4DC) see [Extended Explanations](#) for spell limitations. Examples of emotions and effects:
 - Rage: resulting in a morale bonus +2 STR & CON, -2 AC.
 - Fear: resulting in the target becoming shaken: -2 morale penalty on attack rolls, and skill checks (excluding Forms and Techniques). (-1 penalties / 8DC)
 - Courage: resulting in +2 morale bonuses on attack rolls and skill checks (excluding Forms and Techniques). (+1 bonuses / 8DC)
 - Attraction/ Repulsion: resulting in the target changing one step in attitude towards a creature. (+1 step/ +4DC)

Attitude	Means	Possible Actions
Hostile	Will take risks to hurt you	Attack, interfere, berate, flee
Unfriendly	Wishes you ill	Mislead, gossip, avoid, watch suspiciously, insult
Indifferent	Doesn't much care	Socially expected interaction
Friendly	Wishes you well	Chat, advise, offer limited help, advocate
Helpful	Will take risks to help you	Protect, back up, heal, aid

Note: If the creature is currently being threatened or attacked by you or your allies, it receives a +4 bonus on its saving throw against most emotions. The spell does not enable you to control the person as if it is an automaton. An affected creature never obeys suicidal or obviously harmful orders. Any act by you or your apparent allies that attacks the person breaks the spell. You must speak the person's language to communicate your commands, or else be good at pantomiming.

- Create an illusion that affects a single sense (+1 sense/+4DC) in a 2m³ area (+2m³/ +4DC)

Creatures encountering an illusion usually do not receive saving throws to recognize it as illusory until they study it carefully or interact with it in some fashion. A successful saving throw against an illusion reveals it to be false; however the illusion remains as a translucent outline. A failed saving throw indicates that a character fails to notice something is amiss. A character faced with proof that an illusion isn't real needs no saving throw. If any viewer successfully disbelieves an illusion and communicates this fact to others, each such viewer gains a saving throw with a +4 bonus.

NOTE: If this is an illusion that affects sound – the spellcaster can produce as much noise as four normal humans (+4 humans/ +4DC). Thus, talking, singing, shouting, walking, marching, or running sounds can be created. The noise produced can be virtually any type of sound within the volume limit. A horde of rats running and squeaking is about the same volume as eight humans running and shouting while a roaring lion is equal to the noise from sixteen humans.

Initial DC 12:

- Place up to 25 words in another's mind (language irrelevant). (+25 words/ +4DC). (+25 word reply/ +4DC).
- Grant a creature under the influence of mind-affecting spells a moment of clarity in which they can make a new saving throw against the spell's original DC.
- Create a new minor memory in another's mind of an event in the last week e.g. the town guard remembers that he talked briefly to the spellcaster about the weather. (+1 week/ +4DC)

Initial DC 16:

- Create an emotion in a mind - affects up to a total of CR3 (+2CR/+4DC) see [Extended Explanations](#) for spell limitations. Examples of emotions and effects:
 - Frenzy: The target gains +4 morale bonus to STR & CON, -4 AC and will attack the nearest creature.
 - Panic: Creatures who are panicked are shaken, and they run away from the source of their fear as quickly as they can. Other than running away from the source, their path is random. They flee from all other dangers that confront them rather than facing those dangers. Panicked characters cower if they are prevented from fleeing.

NOTE: See DC8 version of spell for limitations.

Initial DC 24:

- Heal a creature's mind of effects such as insanity
- Create a new major memory in another's mind of an event in the last week (+1 week/ +4DC) e.g. the town guard remembers that he was violently ill and the spellcaster healed him.
- Grant one target the ability to use one 'trained only' Skill or Feat that you know.
Skills – the target gains no ranks in the skill but can make untrained checks (Techniques and Forms cannot be transferred)
Feats – the target must have the prerequisites or the feat has no effect e.g. granting the feat Quicken Spell is useless if the target has no ability to cast spells.

*Perceive Mind***Initial DC 4:**

- Sense the state of consciousness of one intelligent being e.g. asleep, awake, meditating, drugged, insane.
- Memorize or perfect your memory about information you have encountered. It remains perfect for one day (+1day/+4DC)
- Grant one creature the ability to understand a creature's language at basic proficiency.

Initial DC 8:

- Sense emotions in a creature.
- Sense sentient creatures.
- Allow a creature to use one sense (+1 sense/+4DC) at a range and in an area defined by the spellcaster.
- Increase range increments for range modifiers by 50% for one target. (+10%/+4DC)
- Grant one creature the ability to communicate in the target's language at basic proficiency.

Initial DC 12:

- Discern the truth of a statement.
- Read a creature's surface thoughts.
- Connect two creatures who are working together to do so in synergy – if this is a skill check the 'Aid Other' bonus increases to +6, if this is a combat flanking situation the attack bonus is +4. (+1/ +8DC)
- Grant one creature the ability to communicate in the target's language at fluent proficiency and communicate in the target's writing at basic proficiency.

Initial DC 16:

- Read the last week's memories from one creature. (+1 week/ +4DC)
- Share a creature's dreams.
- Sense weakness – gain +2 Insight bonus to attacks (+1 /+4DC)
- Sense incoming attacks – gain +2 Insight bonus to AC (+1AC/ +4DC)
- Grant one creature the ability to communicate in the target's language at fluent proficiency and communicate in the target's writing at fluent proficiency.
- Perceive past events in an area with one sense up to week prior (+1 week/ +4DC). (+1 sense/ +4DC)
- Scry a creature/ location (+degree of familiarity with location/ +DC) see [Extended Explanations](#)

Initial DC 24:

- Sense the future - The spell can provide you with a useful piece of advice in reply to a question concerning a specific goal, event, or activity that is to occur within one week. The advice can be as simple as a short phrase, or it might take the form of a cryptic rhyme or omen. (+1 week/ +4DC)

Initial DC X:

- Perceive the truth of something affected by a *Mind* spell. The base DC is the DC of the targeted spell.
- Detect scrying: The base DC is the DC of the scry spell.

Change Mind**Initial DC 8:**

- Make a minor change in a creature's memory of an event in the last week (+1 week/ +4DC) e.g. the town guard remembers that the strange mage's hair was black instead of blonde.
- Distract a target's focus – target has a -4 to perception checks (additional -4/ +4DC)
- Change one minor sensation (+1 sense/+4DC) of a Medium object/ creature (+1 size/ +4DC). E.g. make a leaf look like a coin, a banana taste like an orange, a sword feel like rubbery.
- Enhance/ Diminish a creature's cognition e.g. +2 or -2 mental ability score – Intelligence, Wisdom, Charisma (+1 or -1/+4DC).

NOTE: Only one mental ability score can be enhanced.

NOTE: Increased Intelligence from this spell does not apply to spell checks.

Initial DC 12:

- Make a major change to a creature's memory of an event in the last week (+1 week/ +4DC) e.g. the town guard remembers that the strange mage was a woman accompanied by four Knights of Church when in fact the mage was a man by himself.

Initial DC 16:

- Change one major sensation (+1 sense/+4DC) of a Medium object/ creature (+1 size/ +4DC). E.g. make a man look like a shrub, a sword feel like a fire.

Initial DC 20:

- Enhance a creature's ability to sense vital locations in an enemy granting a +1 to the critical hit multiplier when a critical hit is confirmed (+1/ +8DC)

Initial DC 32:

- Completely rewrite a creature's memories from birth. Effects a creature up to CR6 (+3CR/ +4DC)

Initial DC 40

- You can attempt to take control of a living creature within Close range, forcing your mind (and soul) into its body, and its mind into your body. You can affect a creature up to CR8 (+3CR/ +4DC).

NOTE: You can move your mind back into your own body whenever you desire, which returns the subject's mind to its own body and ends the power. You can call on rudimentary or instinctive knowledge of the subject creature, but not upon its acquired or learned knowledge (such as skills and feats it possesses). The same is true for the subject in your body. You gain the type of your assumed body. You gain the Strength, Dexterity, and Constitution scores of your assumed body. You gain the natural armor, natural attacks, movement, and other simple physical characteristics of your assumed body. You gain the extraordinary special attacks and qualities of your assumed body, but you do not gain supernatural or spell-like abilities. You gain the possessions and equipment of your assumed body. You retain your own hit points, saving throws (possibly modified by new ability scores), class abilities, supernatural and spell-like abilities, spells and powers, and skills and feats (although skill checks use your new ability scores, and you may be temporarily unable to use feats whose requirements you do not meet in your new body). Supernatural abilities that require a certain body part may be unavailable in your new form.

Destroy Mind

Initial DC 8:

- Remove a minor detail from a creature's memory of an event in the last week (+1 week/ +4DC) e.g. the town guard can't remember how many people he saw running from the burning building

Initial DC 12:

- Remove an important detail from a creature's memory of an event in the last week (+1 week/ +4DC) e.g. the town guard can't remember anyone being at the burning building.
- Block a creature from communicating telepathically. Affects up to CR3(+2CR/+4DC).
- Damage a creature's mind dealing 2d6 subdual damage (+1d6/ +4DC)

Initial DC 16:

- Destroy one Medium object/ creature's ability to affect one sense. (+1 size/ +4DC) (+1 sense/+4DC). E.g. destroy a person's ability to affect the sense of sight (granting invisibility) NOTE: attacking another creature breaks the spell.
- Remove a minor or brief memory from a creature's mind in the last month (+1 month/ +4DC).
- Cause a creature to forget a Skill or a Feat. Affects up to CR4 (+2CR/+4DC).

Initial DC 20:

- Remove a major or lengthy memory from a creature's mind in the last month (+1 month/ +4DC).
- Stun a creature by stopping it from thinking - up to CR3 (+2CR/+4DC). A stunned creature drops everything held, can't take actions, takes a -2 penalty to AC, and loses his Dexterity bonus to AC (if any). A stunned creature is not helpless.
- Damage a creature's thought processes so that it is confused - up to CR5 (+3CR/+4DC). A confused character's actions are determined by rolling d% at the beginning of his turn: 01-8, attack caster with melee or ranged weapons (or close with caster if attacking is not possible); 11-16, act normally; 21-40, do nothing but babble incoherently; 41-70, flee away from caster at top possible speed; 71-80, attack nearest creature. A confused character who can't carry out the indicated action does nothing but babble incoherently. Attackers are not at any special advantage when attacking a confused character. Any confused character who is attacked automatically attacks its attackers on its next turn, as long as it is still confused when its turn comes. A confused character does not make attacks of opportunity against any creature that it is not already devoted to attacking (either because of its most recent action or because it has just been attacked).

Initial DC 24

- Paralyze a creature by stopping it from thinking - up to CR5 (+3CR/+4DC). A paralyzed creature cannot move, speak, or take any physical action. He is rooted to the spot, frozen and helpless. He may take purely mental actions, such as casting a spell with no components. A winged creature flying in the air at the time that it becomes paralyzed cannot flap its wings and falls. A swimmer can't swim and may drown.
- Destroy one Medium object/ creature's ability to affect one sense. (+1 size/ +4DC) (+1sense/+4DC). NOTE: attacking another creature does not break the spell.

Initial DC 28

- Shut down a target's brain: The creature loses all cerebral function, vision, hearing, and other sensory abilities, and all voluntary motor activity. The subject becomes limp, helpless and unresponsive - up to CR6 (+2CR/+4DC).

Initial DC 40:

- Leave a creature a mindless husk. Affects up to CR10 (+2CR/+4DC).

Initial DC X:

- Destroy a *Mind* spell. The base DC is the DC of the targeted spell.

Control Mind

Initial DC 12:

- Make one Medium object/ creature appear to be blurred to one sense (+1 size/ +4DC) (+1 sense/+4DC). Attacks against this target suffer a 20% miss chance.
- Compels subject to follow a stated simple course of action. The compulsion must be worded in such a manner as to make the activity sound reasonable. The spell does not enable you to control the person as if it is an automaton. An affected creature never obeys suicidal or obviously harmful orders. Any act by you or your apparent allies that attacks the person breaks the spell. Affects up to a maximum of CR3 worth of creatures (+2CR/+4DC). See [Extended Explanations](#) for spell limitations.

Initial DC 16:

- Ward against Mind spells - An invisible, mobile field surrounds the target and prevents spells less than this Initial DC from affecting the warded target (+ effectiveness/ + DC). If the spells are damaging – the ward absorbs a maximum 10 points of damage (+20/+4DC).
- Make one Medium object/ creature appear to be *displaced* up to 2m away from its actual position to one sense (+1 size/ +4DC) (+1 sense/+4DC). The creature benefits from a 50% miss chance as if it had total concealment. However, unlike actual total concealment, *displacement* does not prevent enemies from targeting the creature normally.

Initial DC 20:

- Control a target's mental state (awake/ asleep) up to CR4 (+3CR/+4DC)
- Compels subject to follow a stated complex course of action. The compulsion must be worded in such a manner as to make the activity sound reasonable. Asking the creature to do some obviously harmful act allows the target a new saving throw against the spell. Any act by you or your apparent allies that attacks the person breaks the spell. Effects up to a maximum of CR4 worth of creatures (+3CR/+4DC). See [Extended Explanations](#) for spell limitations.
- Grant target armour one of following special abilities: Glamoured, Shadow. See [Extended Explanations](#)

Initial DC 24:

- Dominate the mind of a humanoid - affects up to a maximum of CR4 worth of creatures (+3CR/+4DC). You can control the actions of any humanoid creature through a telepathic link that you establish with the subject's mind. If you and the subject have a common language, you can generally force the subject to perform as you desire, within the limits of its abilities. If no common language exists, you can communicate only basic commands, such as "Come here," "Go there," "Fight," and "Stand still." Once you have given a *dominated* creature a command, it continues to attempt to carry out that command to the exclusion of all other activities except those necessary for day-to-day survival (such as sleeping, eating, and so forth). Because of this limited range of activity, a Sense Motive check against DC 15 (rather than DC 20) can determine that the subject's behavior is being influenced by an enchantment effect (see the Sense Motive skill description). Changing your instructions or giving a dominated creature a new command is the equivalent of redirecting a spell, so it is a move action. Subjects resist this control, and any subject forced to take actions against its nature receives a new saving throw with a +2 bonus. Obviously self-destructive orders are not carried out. Once control is established, the range at which it can be exercised is unlimited, as long as you and the subject are on the same plane. You need not see the subject to control it. If you don't spend at least 1 round concentrating on the spell each day, the subject receives a new saving throw to throw off the domination. See [Extended Explanations](#) for spell limitations.

NATURE GUIDELINES

Create Nature

Initial DC 4:

- Purify up to 1m³ of plant or animal products (+1m³ / +4DC)
- Create the corpse of a Medium sized Animal (+1 Size/ +4DC).

Initial DC 8:

- Create up to 1m³ of mundane animal or plant products (+1m³ / +4DC). E.g. a hide of leather, apples
- Create a web or vines around a single target of Medium size. A creature caught in the spell becomes entangled. If the area is increased, the spell must be anchored to two or more solid and diametrically opposed points or else the spell collapses upon itself and disappears. Anyone in the effect must make a Reflex save. If this save succeeds, the creature is entangled, but not prevented from moving, though moving is more difficult than normal for being entangled. If the save fails, the creature is entangled and can't move from its space, but can break loose by spending 1 round and making a DC 14 Strength check or a DC 16 Escape Artist check. Once loose (either by making the initial Reflex save or a later Strength check or Escape Artist check), a creature remains entangled, but may move through the effect very slowly. Each round devoted to moving allows the creature to make a new Strength check or Escape Artist check. The creature moves 2m for each point by which the check result exceeds 8. If you have at least 2m of web/ vines between you and an opponent, it provides partial cover (+4AC). If you have at least 6m of web/ vines between you, it provides total cover. The strands of a web/ vines are flammable. Any fire can set the webs/ vines alight and burn away 2 square meters in 1 round. All creatures within flaming webs/ vines take 2d4 points of fire damage from the flames.
- Suppress Fatigue in an animal

Initial DC 12:

- Create a living animal / plant – up to CR1 (+2CR/ +4DC).
- Suppress the progress of a disease or poison in an Animal or plant.
- Heal an animal or plant 2d6HP (+1d6/ +4DC)
- Restore up to 1m³ of animal or plant materials that have rotten/ aged/ are broken (+1m³ / +4DC).
- Create a swarm of insects/ vermin up to CR2 (+1CR/ +4DC). See [Extended Explanations](#)
- Suppress Exhaustion in an animal

Initial DC 16:

- Create 1m³ of objects (+1m³ / +4DC) fashioned from mundane animal or plant products e.g. leather armour, timber doors.
- Heal an animal or plant 1d4 ability damage (+1d4/ 4DC)
- Create a wall of wood up to 6m long, 2m high and 2.5cm thick (+4m long or 2m high or 2.5cm thick/+4DC) or a ring of wood with a radius of up to 2m (+2m /+4DC) and 2.5cm thick (+2.5cm/+4DC). Each 2m section of the wall has 12 hit points per 2.5cm of thickness and hardness 4. A section of wall whose hit points drop to 0 is breached. If a creature tries to break through the wall with a single attack, the DC for the Strength check is 18 (base DC16 + 2 per 2.5cm of thickness). Fire burns it away in 5 minutes. It is possible, but difficult, to trap mobile opponents within or under a wall of wood, provided the wall is shaped so it can hold the creatures. Creatures can avoid entrapment with successful Reflex saves. See [Extended Explanations](#)

Initial DC 20:

- Create a cocoon around a target of Medium size. The cocoon has a hardness of 6 and 10HP. The cocoon prevents the trapped creature from moving, casting spells with a somatic component and using weapons larger than Small size. A creature in a cocoon is not considered 'helpless'. Any fire can set the cocoon alight and destroys it in 1 round. Any creature within flaming cocoon takes 2d4 points of fire damage from the flames.
- Cure a disease in an animal or plant.
- Restore a lost sense/ limb.
- Remove Nausea in an animal

Initial DC 24:

- Create a wall of thorns 4m long, 4m wide and 2m high (+4m long or 4m wide or 2m high/ +4DC). Any creature forced into or attempting to move through a wall of thorns takes 2d6HP damage (+1d6/+4DC) slashing damage per round of movement. Creatures can force their way slowly through the wall by making a Strength check as a full-round action. For every 1 point by which the check exceeds DC15, a creature moves 2m (up to a maximum distance equal to its normal land speed). Any creature within the area of the spell when it is cast takes damage as if it had moved into the wall and is caught inside. In order to escape, it must attempt to push its way free, or it can wait until the spell ends. A wall of thorns can be breached by slow work with edged weapons. Chopping away at the wall creates a safe passage 10m deep for every 1 minute of work. Fire burns the wall away in 1 minute.
- Create 1m³ of objects (+1m³/ +4DC) fashioned from extraordinary animal or plant products e.g. dragon leather armour.
- Create a magical/ supernatural animal or plant – up to CR4 (+3CR/ +4DC).

Initial DC 40:

- Resurrect an animal or plant.

*Perceive Nature***Initial DC 4:**

- Sense the state of consciousness of a beast.
- Learn general information, or a single specific fact about an animal/ plant, or an item made from animal/ plant products.
- Get general information about an animal or plant's body.

Initial DC 8:

- Sense the dominant emotion of a beast.
- Learn all mundane properties of an animal/ plant or an item made from animal/ plant products.
- Gain a +4 to Wilderness Lore skill checks when tracking in predominantly natural environments (+4/+4DC)

Initial DC 12:

- Learn the origin, age, and history of something made of animal products.
- Teach an animal a new trick.
- Detect beasts and plants.
- Grant a target the insight to move through dense vegetation as though it was clear terrain.

Initial DC 16:

- Speak with an animal/ plant. See [Extended Explanations](#)
- Read an animal's surface thoughts.
- Grant a target the insight to move through dense vegetation as though it was clear terrain without leaving tracks.
- Detect lycanthropes

Initial DC 20:

- Read the memories of a beast up to one week prior (+1 week/ +4DC).
- Speak with plant/ animal materials. See [Extended Explanations](#)
- Detect traps constructed of natural materials

Change Nature**Initial DC 4:**

- Make a change to something made of animal/ plant products that preserves the substance (up to 1m³). E.g. turn a leather jerkin into a leather saddle, turn a linen sheet into a shirt. (+1m³/ +4DC)
- Make a superficial change to a Medium size beast or plant e.g. hair colour, flower colour (+1 size/ +4DC)

Initial DC 8:

- Enhance/ Diminish an animal or plant
 - +2 or -2 enhancement bonus physical Ability score such as STR, DEX or CON (+1 or -1 /+4DC)
 - increase/ decrease speed by 6m (+ or -2m/ +4 DC)
- Harden a creature's hands to wood-like resilience, their unarmed attacks do 1d6 damage (Medium size creature) and are considered armed. (Requisite based on creature type)
- Increase or decrease the hardness of an object made primarily of Animal or plant materials by up to 4 from its original hardness (+2/ +4DC)
- Utterly change the target's appearance (though they must still remain animal/ plantlike in form) granting a +4 enhancement bonus to disguise checks (+4/+4DC).
- Chameleon effect – grant a target the ability to change colours to match their background granting a +4 enhancement bonus on Stealth checks (+4/+4DC)
- Change a target so that it gains a +4 enhancement bonus to a physical skill e.g. climb, jump, swim. (+4/ +4DC)
- Grant a plant or Animal a new extraordinary sensory ability effective to a 30m range (+30m/ +4DC): echolocation, darkvision, scent, tremorsense.

Initial DC 12:

- Enlarge/ reduce a plant or animal by a size category (+ or - Size/ +8DC).
Enlarge: height x2, weight x 8. Target gains: +2 size bonus to Strength, -2 size penalty to Dexterity (to a minimum of 1), +4 size bonus to grapple, and a -1 penalty on attack rolls and AC due to its increased size. A creature whose size increases to Large has a space of 4m and a natural reach of 4m.
Reduce: height /2, weight /8. Target gains: +2 size bonus to Dexterity, -2 size penalty to Strength (to a minimum of 1), -4 size penalty to grapple, and a +1 bonus on attack rolls and AC due to its reduced size.
- Improve a weapon primarily made of animal/ plant material to Masterwork quality, granting a +1 enhancement bonus to attack.
- Improve armour primarily made of animal/ plant material to Masterwork quality, granting a +1 enhancement bonus to damage reduction and a -1 reduction to armour check penalties.
- Change a plant or animal in a highly unnatural way e.g.
 - claws doing 1d6 damage (+1d6/+4DC), fangs doing 1d4 damage (+1d4/+4DC)
 - armored skin = enhancement bonus 2DR (+1/+4DC), spiked skin doing 1d3 damage (+1d3/ +4DC).
- Reshape the surface (2cm deep) of a natural material

Initial DC 16:

- Change an animal into a different animal within the same size category and general type e.g. a rabbit into a cat, a hawk into a falcon, a dolphin into a shark (+1 or -1 Size/+4DC). The new form cannot be of a higher CR than the original creature.
- Change up to 1m³ of animal/ plant products into mundane metal or stone (Earth requisite) e.g. hemp rope to iron rope. (+1m³/ +4DC)
- Change vegetation to spikes in a 6m diameter area. Any ground-covering vegetation in the spell's area becomes very hard and sharply pointed without changing its appearance. In areas of bare earth, roots and rootlets act in the same way. Typically, the spell can be cast in any outdoor setting except open water, ice, heavy snow, sandy desert, or bare stone. Any creature moving on foot into or through the spell's area takes 1d4 points of piercing damage for every 2m of movement through the spiked area. Any creature that takes damage from this spell must also succeed on a Reflex save or suffer injuries to its feet and legs that slow its land speed by one-half. Chopping away at the spikes creates a safe passage 10m deep for every 1 minute of work.
- Improve the threat range of a slashing weapon primarily made of animal/ plant material granting a +2 enhancement bonus to threat range. (+1/ +8DC)
- Change an arrow so that, on firing from a bow, it will split into two identical arrows each requiring a separate successful attack to strike the target (+1 arrow/ +8DC).

Initial DC 20:

- Grant a target the ability to pass through animal or plant materials. If the spell's duration expires or the effect is dispelled before the target voluntarily exits, it is violently expelled and takes 4d6 points of damage.
- Radically change a plant or animal in an unnatural way e.g.
 - Wings - Fly at Speed 12m (+4m Speed/ +4DC) with Maneuverability Class Poor (+1 Maneuverability Class/ +4DC).
 - Extra set of limbs - Note: This use of the spell does not automatically grant additional attacks
- Reshape wood: You can form an existing piece of wood into any shape that suits your purpose. While it's possible to make crude coffer, doors, and so forth with this spell, fine detail isn't possible

Initial DC 24:

- Change an animal or plant of up to Medium size into a human, though it retains its animal mentality (Body requisite). See [Extended Explanations](#)
- Change an animal into a different animal. The new form cannot be of a higher CR than the original creature. See [Extended Explanations](#)

Initial DC 28:

- Awaken an animal or plant's consciousness resembling that of a human.

Initial DC 32:

- Give a plant or animal a supernatural ability e.g.
 - Breath weapon dealing 2d6 damage in a cone to 3m re-usable every 1d4+1 rounds (Requisites).
 - Fast healing 2HP per round. (Note: this is not regeneration)
- Turn an animal into an object (Earth requisite).
- Fusion: Two willing, corporeal, living animals of the same or smaller size fuse into one being. See [Extended Explanations](#)

Initial DC 40:

- Fission: You can divide an animal, creating a duplicate that comes into existence 2m away. See [Extended Explanations](#)

Destroy Nature

Initial DC 4:

- Do superficial damage to a Medium size beast or plant e.g. remove its hair, cause leaves to wilt
- Destroy up to 1m³ of animal or plant products (+1m³/ +4DC).

Initial DC 8:

- Cause an animal or plant pain, but do no real damage. This results in a -2 penalty to attack and skill checks. Affects up to CR 3 (+2 CR/ +4DC)

Initial DC 12:

- Do 2d6HP damage (+1d6/ +4DC) to an animal or plant.
- Destroy a Medium size animal corpse/ dead plant.
- Cause Fatigue. A fatigued creature can neither run nor charge and takes a -2 penalty to Strength and Dexterity. Affects up to CR 3 (+2 CR/ +4DC)

Initial DC 16:

- Inflict a minor disease doing 1d2 ability damage (+1d2 ability damage/ +4DC).
- Cause Blindness in a creature: -2 penalty to Armor Class, loses Dexterity bonus to AC (if any), moves at half speed, and takes a -4 penalty on Search checks and on most Strength- and Dexterity-based skill checks. All checks and activities that rely on vision (such as reading and visual perception checks) automatically fail. All opponents are considered to have total concealment (50% miss chance) to the blinded character. Affects up to CR4 (+2CR/ +4DC)
- Cause Exhaustion. An exhausted Animal moves at half speed and takes a -6 penalty to Strength and Dexterity. Affects up to CR 4 (+2 CR/ +4DC)
- Weaken a plant creature so that it is vulnerable to critical strikes and sneak attacks. Effects up to CR4 (+2CR/ +4DC)

Initial DC 20:

- Cause Nausea: Nauseated creatures are unable to attack, cast spells, concentrate on spells, or do anything else requiring attention. The only action such a creature can take is a single move action per turn. Affects up to CR5 (+2CR/ +4DC)
- Cripple a creature's limb. If this is a leg: moves at half speed, cannot run or charge and takes a -6 penalty to Strength and Dexterity. If this is an arm: cannot use that arm and takes a -6 penalty to Strength and Dexterity. Affects up to CR5 (+2CR/ +4DC)
- Drain the life of an animal or plant doing 2d6HP damage (+1d6/+4DC). You gain temporary hit points equal to the damage you deal. However, you can't gain more than the subject's current hit points +CON, which is enough to kill the subject. The temporary hit points disappear 1 hour later.

Initial DC 40:

- Kill an animal/ sentient plant creature - up to CR10 (+2CR/ +4DC)

Control Nature

Initial DC 8:

- Make a target lose partial control of a limb - up to CR3 (+2CR/ 4DC). Leg = speed reduced by half, arm = -2 to attack rolls.
- Deflect attacks by the natural weapons of an animal (claws, fangs), or weapons primarily made of plant matter granting a +2 Deflection bonus to AC. (+1 AC/ +4DC)
- Cause a plant to entangle a Medium size target. Being entangled impedes movement, but does not entirely prevent it unless the bonds are anchored to an immobile object or tethered by an opposing force. An entangled creature moves at half speed, cannot run or charge, and takes a -2 penalty on all attack rolls and a -4 penalty to Dexterity.

Initial DC 12:

- Imbue in animal or plant material with mobility and a semblance of nature. These animated objects then immediately act in whatever fashion you direct. You can change the set actions as a move action, as if directing an active spell. This spell cannot animate objects carried or worn by a creature. Affects one object - up to Small size. (+1size/+4DC) See [Extended Explanations](#)
- Ward against up to CR 3 of animals or plants (+2CR/ +4DC). See [Extended Explanations](#)
- Summon up to CR 2 worth of animals/ plant creatures (+1CR/ +4DC). See [Extended Explanations](#)
- Control up to a maximum of CR 3 of animals/ plants (+2CR/ +4DC). See [Extended Explanations](#)

Initial DC 16:

- Control the gross physical actions of up to CR3 of animals/ plants (+2CR/ 4DC). An affected creature never obeys suicidal or obviously harmful orders. Any act by you or your apparent allies that attacks the creature breaks the spell. If you force the target to engage in combat, its attack is your base attack bonus, does only base weapon damage and loses all dexterity bonuses to AC. See [Extended Explanations](#)
- Ward against Nature spells - An invisible, mobile field surrounds the target and prevents spells less than this Initial DC from affecting the warded target (+ effectiveness/ + DC). If the spells are damaging – the ward absorbs a maximum 10 points of damage (+20/+4DC).
- Suppress a lycanthrope's ability to shapechange. Affects up to CR 5 (+2 CR/ +4DC)

Initial DC 24:

- Paralyze an animal/ plant: A paralyzed creature is frozen in place and unable to move or act, it is subject to a coup de grace attack. A paralyzed creature has effective Dexterity and Strength scores of 0 and is helpless, but can take purely mental actions. A winged creature flying in the air at the time that it becomes paralyzed cannot flap its wings and falls. A paralyzed swimmer can't swim and may drown - up to CR5 (+2CR/ 4DC).
- Teleport one target a distance of Close by stepping from one tree to another – both must be at least of equal size to the creature. (+degree of familiarity with location/ +DC) See [Extended Explanations](#)
- Teleport an animal/ plant to a distance of Close. (+degree of familiarity with location/ +DC) See [Extended Explanations](#)
- Force a lycanthrope to shapechange. Affects up to CR 6 (+2CR/ +4DC)

WATER GUIDELINES

Create Water

Initial DC 8:

- Create up to 1m³ of water or another natural liquid (+1m³/ +4DC)

Initial DC 12:

- Create up to 1m³ of an unnatural liquid e.g. oil (+1m³/ +4DC)
- Create iceshards or acid doing 2d6 damage (+1d6/+4DC).
- Create a poison doing 1d2 ability damage (+1d2 ability damage/+4DC).
- Freeze a Medium size creature/ object so that it is slowed (+1 size/ +4DC). A slowed creature moves at half speed, cannot run or charge, and takes a –2 penalty on all attack rolls and a –4 penalty to Dexterity.

Initial DC 16:

- Create up to a 1m³ block of ice (+1m³/ +4DC)
- Freeze a Medium size creature/ object so that it is immobile but not helpless. (+1 size/ +4DC).
- Create a 3-foot-long, glittering beam of frost in the target's hand. Attacks with the *frost blade* are made as melee touch attacks. The blade deals 1d6 points of frost damage (+1d6/ +4DC). Since the blade is immaterial, Strength modifier does not apply to the damage.

Initial DC 20:

- Create a wall of ice up to 6m long, 2m high and 2.5cm thick (+4m long or 2m high or 2.5cm thick/+4DC) or ring of ice with a radius of up to 2m (+2m/+4DC) and 2.5cm thick (+2.5cm/+4DC). Each 2m square of the wall has 12 hit points per 2.5cm of thickness and hardness 4. A section of wall whose hit points drop to 0 is breached. If a creature tries to break through the wall with a single attack, the base DC for the Strength check is 18 (base DC16 + 2 per 2.5cm of thickness). See [Extended Explanations](#)
- Create a torrent of water: A Tiny or smaller creature on the ground is knocked down and rolled 1d4x4m, taking 1d4 points of nonlethal damage per 4m. If flying, a Tiny or smaller creature is blown back 2d6x4m and takes 2d6 points of nonlethal damage due to battering and buffeting. Small creatures are knocked prone by the force of the water or, if flying, are blown back 1d6x4m. Medium creatures are unable to move forward against the force of the water or, if flying, are blown back 1d6x4m. Large or larger creatures may move normally within a water effect. (+1 Size effect/+4DC)
- Create acid or cold in the shape of a wall up to 6m long (+6m/ +4DC) or a ring with a radius of 2m (+2m/+4DC); either form is 6m high. One side of the wall, selected by you, sends forth waves, dealing 2d4 points of damage to creatures within 4m and 1d4 points of damage to those past 4m but within 6m. The wall deals this damage when it appears and on your turn each round to all creatures in the area. In addition, the wall deals 2d6 points of damage (+1d6/ +4DC) to any creature passing through it. If you create the wall so that it appears where creatures are, each creature takes damage as if passing through the wall.

Initial DC 24:

- Create a shield of frost: This spell wreathes a target in frost and causes damage to each creature that attacks it in melee. Any creature striking the shielded target with its body or a handheld weapon deals normal damage, but at the same time the attacker takes 1d6 points of frost damage (+1d6/ +4DC). Attacks made by creatures wielding weapons with reach are not subject to this damage.
- Freeze a Medium size creature/ object so that it is paralyzed. (+1 size/ +4DC). A paralyzed character is frozen in place and unable to move or act. A paralyzed character has effective Dexterity and Strength scores of 0 and is helpless, but can take purely mental actions. A winged creature flying in the air at the time that it becomes paralyzed cannot flap its wings and falls. A paralyzed swimmer can't swim and may drown.
- Create shards of ice in long, sharp points in a 6m diameter burst. Any creature forced into or attempting to move through the spikes takes 2d6HP damage (+1d6/+4DC) slashing damage per round of movement. Creatures can force their way slowly through the area by making a Strength check as a full-round action. For every 1 point by which the check exceeds DC16, a creature moves 2m (up to a maximum distance equal to its normal land speed). Any creature within the area of the spell when it is cast takes damage as if it had moved into the area and is caught inside. In order to escape, it must attempt to push its way free, or it can wait until the spell ends. The shards can be breached by slow work with bludgeoning weapons. Chopping away at the shards creates a safe passage 10m deep for every 1 minute of work.

Perceive Water**Initial DC 4:**

- Learn the natural properties of a mundane liquid, up to 1m³.

Initial DC 8:

- Learn the natural properties of a mixture of liquids, up to 1m³.

Initial DC 12:

- Learn the magical properties of a liquid, up to 1m³.
- Make your senses unaffected by water e.g. hear clearly underwater.
- Detect water.

Initial DC 16:

- Learn the magical properties of a mixture of liquids.
- Speak with a natural body of water. See [Extended Explanations](#)
- Perceive past events in an area of liquid/ ice with one sense up to week prior (+1 week/ +4DC). (+1 sense/ +4DC)

Initial DC 20:

- Speak with an artificial body of water, such as a fountain. See [Extended Explanations](#)

Change Water**Initial DC 4:**

- Change a liquid into a corresponding solid or gas - up to 1m³ e.g. water to ice or steam. (+1m³/ +4DC)
- Change a natural liquid into a slightly unnatural liquid - up to 1m³ e.g. make florescent yellow water. (+1m³/ +4DC)

Initial DC 8:

- Change a liquid into an unrelated mundane solid or gas - up to 1m³ e.g. water into air. (+1m³/ +4DC)
- Change a liquid into an unnatural liquid - up to 1m³ e.g. water into wine (+1m³/ +4DC)

Initial DC 12:

- Increase the base swimming speed of a creature by 6m (+3m/ +4DC)
- Change water into Holy or Unholy Water (Faith Requisite) - up to 1m³ (+1m³/ +4DC)

Initial DC 16:

- Change the liquid in a body into a very unnatural liquid (Nature, Body requisite) e.g. blood/ sap into acid doing 2d6 damage (+1d6/ +4DC).

Initial DC 20:

- Reshape ice: You can form an existing piece of ice into any shape that suits your purpose. While it's possible to make crude coffers, doors, and so forth with this spell, fine detail isn't possible

Initial DC 24:

- Amorphous form (Requisites): the target becomes ooze-like, gains a swim speed equal to its normal movement speed, cannot cast spells with verbal/ somatic components, becomes immune to critical hits and sneak attacks. While amorphous the target can pass through tiny holes with ease.

Destroy Water**Initial DC 4:**

- Destroy water or other natural liquid - up to 1m³ of (+1m³/ +4DC)

Initial DC 12:

- Destroy one property of a mundane liquid - up to 1m³ e.g. alcohol's ability to intoxicate or sea water's saltiness. (+1m³/ +4DC)
- Do 2d6HP damage (+1d6/ +4DC) to a water elemental.

Initial DC 16:

- Destroy dangerous/ poisonous liquid - up to 1m³ (+1m³/ +4DC)
- Destroy the water in a body (Requisites) doing 2d6 damage (+1d6/ +4DC).
- Weaken a water elemental so that it is vulnerable to critical strikes and sneak attacks. Affects up to CR4 (+2CR/ +4DC).

Initial DC 20:

- Drain a water elemental doing 2d6HP damage (+1d6/+4DC). You gain temporary hit points equal to the damage you deal. However, you can't gain more than the subject's current hit points +CON, which is enough to kill the subject. The temporary hit points disappear 1 hour later.

Initial DC 40:

- Kill a water elemental - up to CR10 (+2CR/ +4DC)

Control Water**Initial DC 4:**

- Control up to 6m³ of liquid in a natural fashion e.g. control direction, speed of flow by 2km/hour (6m³/ +4DC) (+2km/+4DC)

Initial DC 8:

- Control up to 6m³ of liquid in a slightly unnatural fashion e.g. make it flow uphill, stand in the rain without getting wet. (6m³/ +4DC)

Initial DC 12:

- Control up to 3m^3 of liquid in a highly unnatural fashion e.g. make it flow straight up in the air, take on a humanoid form. (3m^3 / +4DC)
- Ward against up to CR 3 of Water Elementals (+2CR/ +4DC). (See [Extended Explanations](#))
- Use water currents to swim at base speed 8m (+6m Speed/ +4DC) with Maneuverability Class Poor (+1 Maneuverability Class/ +4DC). Affects a target up to Medium size (+1 Size/ +4DC)
- Summon/ Banish up to CR2 of Water Elementals (+1CR/ +4DC). (See [Extended Explanations](#))
- Bind a target with water so that it is slowed. A slowed creature moves at half speed, cannot run or charge, and takes a –2 penalty on all attack rolls and a –4 penalty to Dexterity. Affects a target up to Medium size (+1 Size/ +4DC)
- Control up to a maximum of CR 3 of Water Elementals (+2CR/ +4DC). See [Extended Explanations](#)
- Imbue inanimate ice with mobility and a semblance of animation. These Animated objects then immediately act in whatever fashion you direct. You can change the set actions as a move action, as if directing an active spell. This spell cannot Animate objects carried or worn by a creature. Affects an amount of material up to Small size. (+1size/+8DC). See Monstrous Manual for Animated Object Stats. See [Extended Explanations](#) for limitations.

Initial DC 16:

- Ward against Water spells - An invisible, mobile field surrounds the target and prevents spells less than this Initial DC from affecting the warded target (+ effectiveness/ + DC). If the spells are damaging – the ward absorbs a maximum 10 points of damage (+20/+4DC).
- Bind a target with water: The target can act normally but cannot move, spellcasters are considered to be in Vigorous Motion. Affects a target up to Medium size (+1 Size/ +4DC)

Initial DC 20:

- Grant target armour one of following special abilities: Acid Resistance, Cold Resistance. See [Extended Explanations](#)

Initial DC 24:

- Teleport one humanoid a distance of Close by stepping from one body of water to another – both must be at least of equal size to the creature. (+degree of familiarity with location/ +DC) See [Extended Explanations](#)

Initial DC 32:

- Force water from a body at least Huge in size (surface 3m^2) to form powerful whirlpool (3m^2 at the top and 10m deep) that moves through the water at a speed of 20m per round. You can concentrate on controlling the whirlpool's every movement or specify a simple program. Directing the whirlpool's movement or changing its programmed movement is a standard action for you. The whirlpool always moves during your turn. If the whirlpool exceeds the spell's range, it moves in a random, uncontrolled fashion for 1d3 rounds and then dissipates. (You can't regain control of the whirlpool, even if comes back within range.) Any Large or smaller creature that comes in contact with the spell effect must succeed on a Reflex save or take 3d6 points of damage. A Medium or smaller creature that fails its first save must succeed on a second one or be picked up bodily by the whirlpool and held suspended in its powerful currents, taking 1d6 points of damage each round on your turn with no save allowed. You may direct the whirlpool to eject any carried creatures whenever you wish, depositing the hapless souls wherever the whirlpool happens to be when they are released.

Spell Modifiers

Modifiers are the elements that determine the effectiveness of a spell. Modifiers can change the range, area, and even the effects of spells to adapt them to the current situation. To apply a Modifier to a spell, simply apply the listed changes to the spell, and increase the DC of the skill check to cast the spell by the listed amount.

Spellcasting Modifiers

There are additional factors that make spellcasting easier, and increase a spell caster's power for a price. These factors grant bonuses to your *Technique + Form* check to cast the spell. These mitigating factors can be applied multiple times to increase a Use Sorcery check, but they often have consequences that could be dangerous or even fatal.

Spell Modifier	DC	Description
Increase Save DC	+2	This Modifier increases the DC of any saving throw made against this spell by +1.
Silent Spell	+6	When casting this spell, you do not need to speak any words (No Verbal Component).
Still Spell	+6	When casting this spell, you do not need to use any gestures (No Somatic Component).
Casting on the Defensive	+8	When casting this spell, you do not provoke attacks of opportunity.
Backlash: Fatigue	-3	Once you finish making the check to cast the spell, you become fatigued; incurring an effective -2 penalty to both Strength and Dexterity, and you cannot run or charge. If you are already fatigued, you become exhausted, moving at half speed and incurring an effective -6 penalty to both Strength and Dexterity. 8 hours of complete rest removes the fatigued condition, while 1 hour of complete rest is sufficient to make an exhausted character fatigued.
Backlash: Damage	-5	Once you finish making the check to cast the spell, you take 2d6 damage which cannot be reduced/ warded against.
Backlash: Skill Points	-5	Once you finish making the <i>Use Sorcery</i> check to cast the spell, you lose a Skill Point Permanently.

Situational DC Modifiers

Adventuring is a dangerous career, and traveling spellcasters may be forced to attempt spellcasting in many difficult and uncomfortable circumstances. Most of the modifiers are as per the Concentration skill as shown in the *Players Handbook*.

The table below summarizes various types of distractions that cause the character to make a concentration check while casting a spell using these rules. "Final DC of spell" refers to the casting DC of a given spell after all the determination of modifiers have been taken into account.

Situation	DC	Description
Sustaining Damage During Casting Time	Final DC of spell + damage dealt	If you suffer damage while casting your spell, it can disrupt your casting. Add any damage you suffer during the casting of your spell to the DC to cast the spell. This includes any ongoing or automatic continuous damage, damage caused by another spell, or generally being injured in any fashion.
Distracted During Casting Time	Final DC of spell + distracting spell's save DC	Distracted by non-damaging spell. If the spell allows no save, use the save DC it would have if it did allow a save.
Vigorous Motion	Final DC of spell + 4	Casting a spell while on a shaky surface is difficult. Examples of this kind of surface include a bouncy wagon ride, small boat in rough water, being below decks on a storm-tossed ship, riding a horse, and escaping from a collapsing building.
Violent Motion	Final DC of spell + 8	Casting a spell with extremely violent motion is very difficult. Add +8 to the DC. Examples of this kind of surface include a swiftly galloping horse, a wagon dashing madly down rough roads, being on deck during a windstorm, or being near the epicenter of an earthquake.
Blinding Rain, Sleet	Final DC of spell + 4	Rain, sleet, snow, and other effects that sting the eyes and interfere with visibility also interfere with spellcasting.
Hail, Dust storm, or Debris	Final DC of spell + 8	Extremely violent weather can cause all sorts of aches and bruises that can make spellcasting extremely difficult.

RANGE DC MODIFIERS

Personal/ Touch	+0
Close	+2
Medium	+4
Long	+6
Sight/ Arcane Connection	+8
Plane	+10

Personal/ Touch: The effect of the spell is centered on the casting spellcaster or anything they touch. You must touch a creature or object to affect it. A touch spell that deals damage can score a critical hit just as a weapon can. A touch spell threatens a critical hit on a natural roll of 20 and deals double damage on a successful critical hit. In most cases, if you don't discharge a touch spell on the round you cast it, you can hold the charge (postpone the discharge of the spell) indefinitely (depending on spell duration). However, if you cast another touch spell, the first touch spell dissipates.

Close: The spell reaches as far as 12m away.

Medium: The spell reaches as far as 50m.

Long: The spell reaches as far as 400m.

Sight: Anything that the spellcaster can see. If the spellcaster is standing on the highest point for miles, this range could be immense.

Arcane Connection: Anything that the spellcaster has an arcane connection to. Distance is immaterial unless the DM chooses to impose some limit.

Plane: Anywhere on the same plane of existence.

DURATION DC MODIFIERS

Instant	+0
30 Seconds	+2
Concentration/ 2 minutes	+4
12 hours	+6
Week /Ring/ Trigger	+10
Month	+12
Year	+16
Permanent	+20

Instant: The spell lasts but a moment and then dissipates. This is the normal duration for directly damaging/healing spells and can only be modified by the Feat: Damage/ Healing over Time.

Concentration: The spell lasts as long as the spellcaster concentrates. However, only one spell can be concentrated on at a time.

While concentrating a caster may be forced to make another skill check whenever they might potentially be distracted e.g. by taking damage, being grappled, violent motion, by harsh weather, and so on.

Ring: The spell lasts until the target of the spell moves outside a ring drawn at the time of casting, or until the ring is physically broken.

NOTE: A ring must actually be drawn by the spellcaster while the spell is being cast. However, the caster must make their spell check every round to maintain concentration on the spell, and if someone breaks the ring at any point before it is completed, the spell automatically fails. Really large rings are unlikely to be worth the risk.

Trigger: This powerful inscription affects those who interact with the warded target. A triggered spell can guard a bridge or passage, ward a portal, trap a chest or box, and so on.

Note: You set the conditions of the trigger. Typically, any creature entering the warded area or opening the warded object without speaking a password (which you set when casting the spell) is subject to the magic it stores. Alternatively or in addition to a password trigger, triggers can be set according to physical characteristics (such as height or weight) or creature type, subtype, or kind. Triggers can also be set with respect to good, evil, law, or chaos, or to pass those of your religion. They cannot be set according to class, Hit Dice, or level. Triggers respond to invisible creatures normally but are not triggered by those who travel past them ethereally. Multiple triggers cannot be cast on the same area. However, if a cabinet has three drawers, each can be separately warded. When casting the spell, you weave a tracery of faintly glowing lines around the target. A glyph can be placed to conform to any shape up to the limitations of your total spell area. When the spell is completed, the tracery becomes nearly invisible.

A triggered spell's casting time is 10 minutes.

Permanent: The spell lasts forever, but remains forever magical. Thus, it could be dispelled at some point in the future. The DM can rule on additional costs e.g. monetary, time, Skill Points, other as appropriate.

AREA OF EFFECT DC MODIFIERS

Single target/ Ray	+0
Burst/ Line: 6m diameter/ 6 m long, 2m wide	+6m/+3DC
Spread/ Cylinder: 6m diameter	+6m/ +5DC

Types of area effect

Ray: You aim a ray as if using a ranged weapon, though typically you make a ranged touch attack rather than a normal ranged attack. As with a ranged weapon, you can fire into the dark or at an invisible creature and hope you hit something. Intervening creatures and obstacles, however, can block your line of sight or provide cover for the creature you're aiming at. If a ray spell has a duration, it's the duration of the effect that the ray causes, not the length of time the ray itself persists. If a ray spell deals damage, you can score a critical hit just as if it were a weapon. A ray spell threatens a critical hit on a natural roll of 20 and deals double damage on a successful critical hit. A ray spell's range increments are 30m for the purposes of determining penalties to hit targets at range.

Burst: A burst spell affects whatever it catches in its area, even including creatures that you can't see. It can't affect creatures with total cover from its point of origin (in other words, its effects don't extend around corners). A burst effect can be a sphere or a cone.

Line: A line-shaped spell shoots away from you in a line in the direction you designate. It starts from any corner of your square and extends to the limit of its range or until it strikes a barrier that blocks line of effect. A line-shaped spell affects all creatures in squares that the line passes through.

Spread: A spread spell spreads out like a burst but can turn corners. You select the point of origin, and the spell spreads out a given distance in all directions. A spread effect can be a sphere or a cone.

Cylinder: When casting a cylinder-shaped spell, you select the spell's point of origin. This point is the center of a horizontal circle, and the spell shoots down from the circle, filling a cylinder. A cylinder-shaped spell ignores any obstructions within its area.

COMBINING MULTIPLE SPELLS

It is possible, although difficult, to create a spell that has multiple effects. The DC for combining spells = the Final DC of the most difficult spell + the base DC of the each other spell. The skill check is made using the worst Technique + Form score.

Example One

A mage wants to hit someone with a 2d6 lightning blast that also slows them for 30seconds.

Control Air DC12 slow + 2 (30 second duration) + 2 (Close range) = DC14

Create Air DC12 2d6 lightning damage = DC12

Total DC: 14 + 12 = 26

The caster must have Create and Control Air.

Example Two

A mage wants to create a 3d6 Fireball with a ground shaking shockwave

Create Fire DC12 (2d6) + 4 (+1d6), + 3 (6m area) + 2 (Close range) = DC21

Create Earth DC8 shockwave = DC8

Total DC: 21 + 8 = 29

Again the caster must have Create, Fire and Earth.

EXTENDED EXPLANATIONS OF SPECIFIC SPELLS

CREATE EMOTION/ COMPULSION/ DOMINATION/ CONTROL

Similarly to Summon X/ Animate X, if a two spells of the same type are cast, only the most powerful spell is active. For example, a mage has three CR1 guards charmed with a spell that can affect a total of CR3. That mage wants to effect an extra CR1 guard. They must recast the spell at a DC able to affect a total of CR4.

Two spells of different Techniques and Forms function normally. For example, a mage that has three CR1 guards charmed with a Create Mind spell can also cast a Control Earth spell to control earth elementals.

FISSION/ FUSION

Fission: Your duplicate thinks and acts exactly as you do and follows your orders, although it will not do anything you wouldn't do yourself. Your duplicate has all your abilities but none of your magical equipment (it does possess a duplicate of all your mundane equipment, clothing, armor, and implements, as well as mundane versions of any magical equipment you have). You and your duplicate evenly split your hit points, your remaining usages of pertinent special abilities for the day, and so on. Treat your duplicate as yourself with two negative levels for the purpose of determining the spells and powers to which the duplicate has access. Your duplicate has all other physical traits you had at the time you manifest this power. Powers, spells, or other effects affecting you when you manifest this power do not transfer to your duplicate. When the duration expires or when you dismiss the spell, you and your duplicate rejoin, no matter how far from each other you are. At the time of rejoining, you take half of the damage your duplicate has taken since this spell was cast. This damage could potentially leave you with negative hit points, but it can't reduce your hit points to less than -9. If your duplicate dies before the duration expires, no rejoining occurs, and you lose 25 skill points. If you die, your duplicate remains in existence, and is for all intents you, but with 50 fewer skill points. You can have only one duplicate in existence at one time; your duplicate cannot use this spell. You cannot use *Create Magic* aid other with a duplicate, or share any other power or effect that pools abilities (the sum of you and you is still just you). Similarly, attempting to use vampiric spells on hurt your duplicate only damages your duplicate; these spells do not heal you. All spells affecting a fissioned creature, either the original or the duplicate, end when the *fission* ends. All damage, including hit point damage, ability damage, ability drain, and ability burn damage, is added together.

Fusion: The fused being has the sum of both creatures' current hit points. The fused being knows all the powers both creatures know. Likewise, all feats, racial abilities etc are pooled (if both creatures have the same ability, the fused being gains it only once). For each of the six ability scores, the fused being's score is the higher of the two creature's, and the fused being also uses the better saving throws, attack bonus, and skill modifiers of either member. You decide what equipment is absorbed into the fused being and what equipment remains available for use. These fused items are restored once the power ends. When the power ends, the fused being separates. The creatures appear in an area adjacent to each other. If separation occurs in a cramped space, both creatures are expelled through the Astral Plane, finally coming to rest materially in the nearest empty space and taking 1d6 points of damage for every 2m of solid material passed through. Damage taken by the fused being is split evenly between the two creatures when the power ends. A creature cannot leave the *fusion* with more hit points than it entered it with, unless it was damaged prior to the *fusion* and the fused being was subsequently healed. Ability damage and negative levels are also split between the creatures. If a fused being is killed, it separates into its constituent creatures, both of which are also dead. You cannot use *fission* on a fused being.

POLYMORPH AND SHAPESHIFTING

"Polymorphed" is a temporary acquired template. The shapeshifted creature (known as the "base creature") takes on the shape and some of the characteristics of another creature (the "assumed shape"). The assumed shape must always be the base form of the creature, and cannot be a version of the creature advanced in Hit Dice in any way.

A polymorphed creature uses all of the base creature's statistics and abilities except as noted here. Do not recalculate the creature's Hit Dice, base attack bonus, base saves, feats (including racial bonus feats and proficiencies) or skill points. For purposes of this template, a "racial" ability is inherent to any member of the creature in question's race; the template does not grant or remove any class abilities, even if it has the same name as a racial ability.

Size: The polymorphed creature takes on the size of the assumed shape, although note that certain spells or abilities limit the choice of the assumed shape based on the size of the base creature. The creature gains the reach of the assumed shape.

Type: The base creature retains its own type, as well as all qualities associated with it. For example, an outsider that has assumed human shape still does not need to eat or sleep. It loses any of the following subtypes e.g. Air, Aquatic, Cold, Earth, Fire, Goblinoid, Incorporeal, Reptilian, Swarm, and Water. If the assumed shape has any of these subtypes, the creature gains them. The creature also gains the Shapechanger subtype if it does not normally possess it.

The traits of the creature's type remain unchanged as a result, so that a human taking the form of an elemental does not gain immunity to critical hits, but an elemental taking the form of a human does not lose it, either. Cold and Fire subtypes grant energy immunities and vulnerabilities, even if not listed, and the Aquatic and Water subtypes allow the ability to breathe underwater. Also, if a trait is listed individually as a Special Quality, such as darkvision, it might be affected (see Special Qualities, below).

Speed: Same as the assumed shape. The base creature gains additional movement types as the assumed shape, such as a Fly speed, Swim speed, or Climb speed, if they are nonmagical.

Armor Class: The base creature loses any natural armor bonus it has, and gains any natural armor bonus of the assumed shape, with the following limit: the base creature may not gain a natural armor bonus higher than the caster level of the effect that caused the polymorphing. If a shape is assumed that would normally possess a natural armor bonus that exceeds this limit, the bonus is lowered to equal the caster level. (Use the Hit Dice of the base creature as the caster level if the ability to polymorph is Supernatural.)

Attack: The base creature gains all natural weapon attacks of the assumed shape. Natural weapon attacks are made using the base creature's base attack bonus, but using the assumed shape's attack routine. The creature may thus not use the same natural weapon to make multiple attacks as it might with a manufactured weapon.

Damage: The polymorphed creature's natural weapons inflict the same base damage as those of the assumed shape, modified by the creature's new Strength score.

Special Attacks: The base creature loses any of the following racial special attacks if they are Extraordinary in nature. If the assumed shape possesses any of these qualities as Extraordinary racial abilities, the polymorphed creature gains the same qualities. The DM might allow other abilities that are thematically similar to these, at his discretion.

- *Gross Physical Attacks:* attach, capsize, constrict, crush, engulf, impale, improved grab, leap, pounce, powerful charge, push, rake, rend, rend armor, rock throwing, snatch, swallow whole, tail sweep, trample, trip.
- *Elemental Attack Traits:* air mastery, burn, cold, combustion, drench, earth mastery, fiery aura, heat.

The base creature loses all other racial Extraordinary special attacks, including but not limited to acid, battle frenzy, berserk, blood drain, corrosive slime, cursed wound, disease, extract, ferocity, frightful presence, howl, light ray, mimicry, moan, paralysis, poison, quills, rage, sneak attack, spit acid, spittle, spores, stench, or web. As a rule of thumb, any ability that produces a sound, excretes a physical substance or object of any kind, involves reproduction or growth, or requires a particular state of mind on the part of the assumed shape cannot be gained via the Polymorphed template.

The base creature loses all racial Supernatural special attacks, and gains none of the assumed shape's racial Supernatural attacks.

Special Qualities: The base creature loses any of the following racial special qualities that are Extraordinary in nature. If the assumed shape possesses any of these qualities as Extraordinary racial abilities, the polymorphed creature gains the same qualities.

- *Survival Qualities:* amphibious, immunity to energy, immunity to poison, fast healing, hold breath, resistance to energy, rock catching, vulnerability to energy, water breathing.
- *Sensory Qualities:* blindsense, blindsight, darkvision, keen senses, light blindness, light sensitivity, low-light vision, scent, tremorsense.

The base creature retains certain Extraordinary special qualities (listed below) and does not take on any of these qualities from the assumed shape. The base creature loses all other Extraordinary special qualities.

- damage reduction, magic immunity, regeneration, spell resistance.
- Any ability to overcome damage resistance granted by type, subtype, or damage reduction.

The base creature retains all Supernatural special qualities, and gains none of the Supernatural special qualities of the assumed shape.

Spells/Spell-Like Abilities: The base creature retains the ability to cast spells, if it possessed such in the first place, though the new form may limit the creature's ability to use material, somatic, or verbal components. The subject never gains any spellcasting ability possessed by the assumed shape.

The base creature keeps all spell-like abilities, and gains none of those possessed by the assumed shape.

Saving Throws: The base creature loses all racial bonuses to saves. If the assumed shape possesses any racial bonuses to saving throws against any effect, the polymorphed creature gains equal bonuses.

Abilities: The base creature loses all racial modifiers to Strength, Dexterity, and Constitution, and gains the racial modifiers to Strength, Dexterity, and Constitution belonging to the assumed shape. The base creature may not gain a racial bonus to any ability score that is greater than the caster level of the effect that caused the polymorphing. If a shape is assumed that would normally possess a racial ability score bonus that exceeds this limit, the bonus is lowered to equal the caster level. (Use the Hit Dice of the base creature as the caster level if the ability to polymorph is Supernatural.) The racial ability scores of the assumed shape can be determined by subtracting 10 (if even) or 11 (if odd) from the creature's listed score.

The base creature does not gain or lose hit points as a result of any change in Constitution. The base creature cannot gain or lose a Constitution score, either; if the creature is turning into a creature with no Constitution (an undead or construct), it instead merely becomes a living facsimile of the assumed shape. Likewise, an undead creature or construct that polymorphs into a shape that would have a Constitution score does not gain one. A creature cannot be returned from death or undeath, or granted Nature, as a result of the Polymorphed template.

Skills: The base creature loses any racial skill bonuses to any Strength, Dexterity, or Constitution-based skills, as well as the Listen, Search, and Spot skills. The creature gains any such racial skill bonus possessed by the assumed shape. The creature is considered to be disguised as a member of the assumed shape, and gains a +8 shapechanging bonus to Disguise skill checks.

Equipment: Because it is temporary, the Polymorphed Template affects the equipment and possessions of the creature at the moment that they acquire it. When the spell takes effect, the equipment worn or held by the target is affected depending on its nature:

- If the equipment is the proper size and can be used by the new form "as-is", the equipment is unaffected.
- If the equipment is not the proper size, but could otherwise be used, then it grows or shrinks to a usable size. No other aspects of the equipment is altered; the clothing does not change color or texture to make it any more appropriate to the assumed form, for example. When the spell ends, the equipment reverts to its original size, as it does if the creature drops or removes the equipment.
- If the equipment cannot be used by the new form, regardless of size, then it melds into the assumed shape and is nonfunctional. For example, if the assumed shape does not have hands or limbs capable of manipulation, any handheld weapons meld into the body. When the Polymorphed template is lost, any melded equipment reappears, in the same location on your body and unharmed.

SPEAK WITH X

You can comprehend and communicate with a creature/ element/ object. You are able to ask questions of and receive answers from it, although the spell doesn't make it any more friendly or cooperative than normal. A regular plant/ rock/ pond etc's sense of its surroundings is limited, so it won't be able to give (or recognize) detailed descriptions of creatures or answer questions about events outside its immediate vicinity.

Furthermore, some creatures/ elements/ objects may be wary and cunning. These are likely to be terse and evasive, while the more stupid ones make inane comments. If a creature/ element/ object is friendly toward you, it may do some favor or service for you if it is able.

SUMMON X/ ANIMATE X/ CREATE X

If two spells of this type are cast, only the most powerful spell is active.

For example, a mage has three CR1 creatures summoned with a spell that can affect a total of CR3. That mage wants to summon an extra CR1 creature. They must recast the spell at a DC able to affect a total of CR4.

A summoning spell instantly brings a creature or object to a place you designate. When the spell ends or is dispelled, a summoned creature is instantly sent back to where it came from. A summoned creature also goes away if it is killed or if its hit points drop to 0 or lower. It is not really dead. When the spell that summoned a creature ends and the creature disappears, all the spells it has cast expire. A summoned creature cannot use any innate summoning abilities it may have, and it refuses to cast any spells that would cost it SP, or to use any spell-like abilities that would cost SP if they were spells.

TELEPORT/ SCRY FAMILIARITY MODIFIERS

Designation	Example	DC Increase
Very familiar	Areas visited for more than 80 hours or studied in detail for a day (eg. Terra's family home). People very well known to the spellcaster	+0
Familiar	Areas visited for more than a day or studied in detail for an hour (eg. Terra's Room at Arin's Rest).	+3
Detailed Description	A detailed description would require perhaps a third party who was familiar with the area and perhaps a fairly accurate map of its location. Gaining such a description would take several minutes of questioning/reading (eg. Tomas drawing a map and describing in detail his parents farm near Karlton).	+6
Reference or passed through	General descriptions such " <i>the shop on the corner of X and Y streets in Valletta</i> ". Gaining such a description would only require round or two, but would need to be spatially specific, it must relate the location to locations the user knows of, or well known locational information like major streets, distance and direction from landmarks, etc.	+9
Vague	Never visited/ Never met. The location of familiar objects which have since moved. Vague descriptions of places such as " <i>Dambock's residence in L-Isla</i> ".	+12

WALLS

Wall spells create a wall or ring. The wall cannot be conjured so that it occupies the same space as a creature or another object. You can create a wall in almost any shape you desire. The wall created need not be vertical, nor rest upon any firm foundation; however, it must merge with and be solidly supported by existing earth/stone. Some walls can be used to bridge a chasm, for instance, or as a ramp. For this use, if the span is more than 6m, the wall must be arched and buttressed. This requirement reduces the spell's area by half. The wall can be crudely shaped to allow crenellations, battlements, and so forth by likewise reducing the area.

WARD AGAINST X

An invisible, mobile field surrounds the target and prevents creatures from approaching within the area of effect (minimum 2m diameter). Any creature within or entering the field must attempt a Willpower save. If it fails, it becomes unable to move toward the target for the duration of the spell.

Repelled creatures' actions are not otherwise restricted. They can fight other creatures and can cast spells and attack the target with ranged weapons. If the target moves closer to an affected creature, nothing happens (the creature is not forced back.) The creature is free to make melee attacks against the target if it comes within reach. If a repelled creature moves away from the target and then tries to turn back, it cannot move any closer if it is still within the spell's area.

The target cannot attack without breaking the spell but may use nonattack spells or otherwise act.
(Target able to attack/ +10DC)

WEAPON ABILITIES

If a two spells of this type are cast that have similar types effects such as increased damage e.g. Frost and Shock, only the most powerful spell is active.

If a two spells of this type are cast that have different types of effects e.g. Frost and Returning, both spells are active.

Blessed/ Blighted: This transmutation makes a weapon strike true against evil/ good foes. The weapon is treated as having a +1 enhancement bonus for the purpose of bypassing the damage reduction of evil/ good creatures or striking evil/ good incorporeal creatures (though the spell doesn't grant an actual enhancement bonus). The weapon also becomes aligned, which means it can bypass the damage reduction of certain creatures. (This effect overrides and suppresses any other alignment the weapon might have.) In addition, all critical hit rolls against evil/ good foes are automatically successful, so every threat is a critical hit. This last effect does not apply to any weapon that already has a magical effect related to critical hits, such as a keen weapon or a vorpal sword. (Faith Requisite - caster and wielder)

Brilliant Energy: A brilliant energy weapon has its significant portion transformed into light, although this does not modify the item's weight. It always gives off light as a torch (6m radius). A brilliant energy weapon ignores nonliving matter. Armor bonuses to DR do not count against it because the weapon passes through armor. A brilliant energy weapon cannot harm undead, constructs, and objects.

Dancing: As a standard action, a dancing weapon can be loosed to attack on its own. It fights for 4 rounds using the base attack bonus of the one who loosed it and then drops. While dancing, it cannot make attacks of opportunity, and the person who activated it is not considered armed with the weapon. In all other respects, it is considered wielded or attended by the creature for all maneuvers and effects that target items. While dancing, it takes up the same space as the activating character and can attack adjacent foes (weapons with reach can attack opponents up to 4m away). The dancing weapon accompanies the person who activated it everywhere, whether she moves by physical or magical means. If the wielder who loosed it has an unoccupied hand, she can grasp it while it is attacking on its own as a free action; when so retrieved the weapon can't dance (attack on its own) again for 4 rounds.

Distance: This property can only be placed on a ranged weapon. A weapon of distance has double the range increment of other weapons of its kind.

Flaming: A flaming weapon is sheathed in fire. The fire does not harm the wielder. The effect remains until another command is given. A flaming weapon deals an extra 1d6 points of fire damage on a successful hit. Bows, crossbows, and slings so crafted bestow the fire energy upon their ammunition.

Frost: A frost weapon is sheathed in icy cold. The cold does not harm the wielder. The effect remains until another command is given. A frost weapon deals an extra 1d6 points of cold damage on a successful hit. Bows, crossbows, and slings so crafted bestow the cold energy upon their ammunition.

Ghost Touch: A ghost touch weapon deals damage normally against incorporeal creatures, regardless of its bonus. (An incorporeal creature's 50% chance to avoid damage does not apply to attacks with ghost touch weapons.) The weapon can be picked up and moved by an incorporeal creature at any time. A manifesting ghost can wield the weapon against corporeal foes. Essentially, a ghost touch weapon counts as either corporeal or incorporeal at any given time, whichever is more beneficial to the wielder.

Holy: A holy weapon is imbued with holy power. It deals an extra 2d6 points of damage against all of evil alignment. Bows, crossbows, and slings so crafted bestow the holy power upon their ammunition. (Faith Requisite - caster and wielder)

Merciful: The weapon deals an extra 1d6 points of damage, and all damage it deals is nonlethal damage. On command, the weapon suppresses this ability until commanded to resume it. Bows, crossbows, and slings so crafted bestow the merciful effect upon their ammunition.

Mighty Cleaving: A mighty cleaving weapon allows a wielder with the Cleave feat to make one additional cleave attempt in a round.

Returning: This special ability can only be placed on a weapon that can be thrown. A returning weapon flies through the air back to the creature that threw it. It returns to the thrower just before the creature's next turn (and is therefore ready to use again in that turn). Catching a returning weapon when it comes back is a free action. If the character can't catch it, or if the character has moved since throwing it, the weapon drops to the ground in the square from which it was thrown.

Shock: A shock weapon is sheathed in crackling electricity. The electricity does not harm the wielder. The effect remains until another command is given. A shock weapon deals an extra 1d6 points of electricity damage on a successful hit. Bows, crossbows, and slings so crafted bestow the electricity energy upon their ammunition.

Speed: When making a full attack action, the wielder of a speed weapon may make one extra attack with it. The attack uses the wielder's full base attack bonus, plus any modifiers appropriate to the situation.

Throwing: This ability can only be placed on a melee weapon. A melee weapon crafted with this ability gains a range increment of 4m and can be thrown by a wielder proficient in its normal use.

Unholy: An unholy weapon is imbued with unholy power. It deals an extra 2d6 points of damage against all of good alignment. Bows, crossbows, and slings so crafted bestow the unholy power upon their ammunition. (Faith Requisite - caster and wielder)

Vorpal: This potent and feared ability allows the weapon to sever the heads of those it strikes. Upon a roll of natural 20 (followed by a successful roll to confirm the critical hit), the weapon severs the opponent's head (if it has one) from its body. Some creatures, such as many aberrations and all oozes, have no heads. Others, such as golems and undead creatures other than vampires, are not affected by the loss of their heads. Most other creatures, however, die when their heads are cut off. A vorpal weapon must be a slashing weapon.

Wounding: A wounding weapon deals 1 point of Constitution damage from blood loss when it hits a creature. A critical hit does not multiply the Constitution damage. Creatures immune to critical hits (such as plants and constructs) are immune to the Constitution damage dealt by this weapon.

ARMOUR ABILITIES

If a two spells of this type are cast that have similar types effects such as increased damage resistance e.g. Fire Resistance and Acid Resistance, only the most powerful spell is active.

If a two spells of this type are cast that have different types of effects e.g. Fire Resistance and Blinding, both spells are active.

Acid Resistance: A suit of armor or a shield with this property normally has a dull gray appearance. The armor absorbs the first 10 points of acid damage per attack that the wearer would normally take. Can absorb a total of 30 points of damage.

Animated: Upon command, an animated shield floats within 1m of the wielder, protecting her as if she were using it herself but freeing up both her hands. Only one shield can protect a character at a time. A character with an animated shield still takes any penalties associated with shield use, such as armor check penalty, and nonproficiency.

Bashing: A shield with this special ability is designed to perform a shield bash. A bashing shield deals damage as if it were a weapon of two size categories larger: a Medium light shield thus deals 1d6 points of damage and a Medium heavy shield deals 1d8 points of damage.

Cold Resistance: The armor absorbs the first 10 points of cold damage per attack that the wearer would normally take. Can absorb a total of 30 points of damage.

Electricity Resistance: The armor absorbs the first 10 points of electricity damage per attack that the wearer would normally take. Can absorb a total of 30 points of damage.

Fire Resistance: The armor absorbs the first 10 points of fire damage per attack that the wearer would normally take. Can absorb a total of 30 points of damage.

Glamered: A suit of armor with this ability appears normal. Upon command, the armor changes shape and form to assume the appearance of a normal set of clothing. The armor retains all its properties (including weight) when glamered.

Shadow: This armor is jet black and blurs the wearer whenever she tries to hide, granting a +5 competence bonus on Hide checks.

Sonic Resistance: The armor absorbs the first 10 points of sonic damage per attack that the wearer would normally take. Can absorb a total of 30 points of damage.

Spellcasting Feats

Armoured Caster [General]

Prerequisite: Armour Proficiency

Benefit: Armour check penalties for casting spells are reduced by two.

Augment Summon/ Animate [General]

Prerequisite: Feat - Spell Focus: Form

Benefit: Summoned/ Animated creatures from the Form in which the caster has the Feat Spell Focus gain a +1 bonus to attack and damage.

Brew Potion [Item Creation]

Prerequisite: 5 ranks in a Form or Technique.

Benefit: The character can create a potion of any spell with a Final DC of 25 or lower that the character knows and that targets a creature or creatures. This Final DC cannot be lowered by any form of Backlash.

Brewing a potion takes 1 day. When the character creates a potion, the character sets the effects of the spell and must make a casting check equal to the Final DC. The cost of a potion is its Final DC multiplied by 10 gp and must be paid even if the casting check fails. Whoever drinks the potion is the target of the spell.

Combat Casting [Sorcery]

Benefit: Your spell modifier to cast a spell while on the defensive is reduced to +4

Damage/ Healing over Time [Sorcery]

Benefit: This feat changes the duration of a damaging/ healing spell that normally has a duration of Instant to a duration of 2 minutes. You set the number of d6 damage or healing per round for the target. However, the total damage/ healing dealt does not exceed the amount set at the casting of the spell. For example: a mage casts a Create Fire spell dealing 4d6 damage and spreads that damage so that in each round the target takes 1d6 damage, at the end of 4 rounds the spell is finished. If conditions change between in such a fashion as to make the spell impossible - for example, the target you designate leaves the spell's maximum range or area - the spell fails. Using this feat increases the spellcasting DC by 4.

Delay Spell [Sorcery]

Benefit: A delayed spell doesn't activate until 1 to 5 rounds after you finish casting it. You determine the delay when casting the spell, and it cannot be changed once set. The spell activates just before your turn on the round you designate. Only area, personal, and touch spells may be affected by this feat. Any decisions you would make about the spell, including attack rolls, designating targets, or determining or shaping an area, is decided when the spell is cast. Any effects resolved by those affected by the spell, including saving throws, are decided when the spell triggers. If conditions change between casting and effect in such a fashion as to make the spell impossible - for example, the target you designate leaves the spell's maximum range or area before it goes off-the spell fails. A delayed spell may be dispelled normally during the delay, and can be detected normally in the area or on the target with Perceive Magic spells. A delayed spell increases the spellcasting DC by 4.

Focused Spellcaster [Sorcery]

Benefit: Your spell modifier to cast spells during vigorous/ violent motion is reduced by half.

Focus Item [Sorcery]

Benefit: The spellcaster attunes themselves to one focus item which grants them a bonus to their spellcasting check. This bonus can be to a variety of areas such as:

- Techniques and Forms
- Range
- Duration
- Area of Effect
- Damage
- Saving throw

The actual bonus depends on the focus item itself. The spellcaster must have possession of the focus item to gain the benefits of this feat. If the item is lost/ destroyed an equivalent replacement focus item (granting the same bonus as the original) may be bonded with.

Group casting [Sorcery]

Prerequisite: 1 rank in a Form and Technique. All spellcasters must have this Feat and ranks in the same Form and Technique as the spell being cast.

Benefit:

This feat grants a spellcaster the ability to boost another caster's spells if they have the required Forms and Techniques for the spell being cast. The Spell's DC cannot be lowered by any form of Backlash.

One mage acts as the focus, he is the mage the spell is centered and cast from. Additional mages are channels and must be within 2 meters of the caster. Any mage wishing to help another mage cast must have a readied action to do so. The extra casters simply add their Form and Technique scores and add that total to the focus' score.

If the spell fails, the amount of damage taken is multiplied by the number of mages participating and they all take this damage.

Example: A Druid wants to teleport himself to the treetop temple where his master grew up. He only has vague descriptions from stories his master told him. The DC is simply too high for him to attempt it on his own. Luckily two other Druids in the woods can cast Control Nature. He petitions them to help him and they agree.

Teleport DC: Control Nature DC 24 +12 (Vague location) +10 (Plane) = DC45

Focus: Control 7 + Nature 7 + Intelligence 3 = 17

Channel 1: Control 5 + Nature 6 = 11

Channel 2: Control 4 + Nature 4 = 8

Combined score = 36 + d20

In order for them to be successful the focus needs to roll a 9 on a d20. If the focus rolls a 2 (missing the DC by 7) all three Druids suffer 7×3 (participant number) = 21 points of subdual damage.

Hardy Spellcaster [Sorcery]

Benefit: If you are damaged during spellcasting you add only half the damage to the spell's DC.

Holy/ Unholy Spellcaster [Sorcery]

Prerequisite: Faith.

Benefit: Your spells deal half their damage as Holy/ Unholy. A Holy/ Unholy spell increases the spellcasting DC by 4.

Improved Armoured Caster [General]

Prerequisite: Feat: Armoured Caster

Benefit: Armour check penalties for casting spells are reduced by a total of four.

Improved Combat Casting [Sorcery]

Prerequisite: Feat: Combat Casting.

Benefit: Your spell modifier to cast a spell while on the defensive is reduced to zero.

Improved Reaction [Sorcery]

You can react can react more quickly than others when counterspelling because of your highly trained reflexes.

Prerequisite: Dex 13+, 6 ranks in Control Magic.

Benefit: The penalties for counterspelling preparedness are reduced as the following table.

Penalty	Preparedness
0	It is your initiative or you have readied an action to counterspell.
-4	You have not readied an action, but you also have not used all your attacks of opportunity this round.

Special: This feat may be taken multiple times, each time it will reduce the penalty for *Not Ready* by -2. These penalties may only be reduced to zero.

Improved Silent Spell [Sorcery]

Prerequisite: Int 13+, 5 ranks in a Technique or Form.

Benefit: Your spell modifier to cast spells is now +3 rather than +6 when you attempt to cast a spell without speaking any words (no verbal component).

Improved Still Spell [Sorcery]

Prerequisite: Int 13+, 5 ranks in a Technique or Form.

Benefit: Your spell modifier to cast spells is now +3 rather than +6 when you attempt to cast a spell without using any gestures (no somatic component).

Maximise Spell [Sorcery]

Prerequisite: Int 13+, 5 ranks in a Technique or Form.

Benefit: All variable, numeric effects of a maximised spell are maximised. A maximised spell deals maximum damage, cures the maximum number of hit points, affects the maximum number of targets, etc., as appropriate. Spells without random variables are not affected. A maximised spell increases the DC by spellcasting 8.

Quicken Spell [Sorcery]

Prerequisite: Int 13+, 5 ranks in a Technique or Form.

Benefit: Casting a quickened spell is a free action. The character can perform another action, even casting another spell, in the same round as the character casts a quickened spell. The character may only cast one quickened spell per round. A spell whose casting time is more than 1 full round cannot be quickened. A quickened spell increases the spellcasting DC by 12.

Scribe Scroll [Item Creation]

Prerequisite: 5 ranks in any Form or Technique

Benefit: The character can create a scroll of any spell that the character knows.

Scribing a scroll takes 1 day for every 500gp it costs. When the character creates a scroll, the character sets the effects of the spell and must make a casting check equal to the Final DC. This Final DC cannot be lowered by any form of Backlash. The cost of a scroll is its Final DC multiplied by 10 gp and must be paid even if the casting check fails.

Slow Casting [Sorcery]

Benefit: The caster slows down the speed of casting from one standard action to a whole round or longer. This makes spellcasting easier and gives benefits as described below.

Full round: -2 to final DC

Minute: -6 to final DC

Spell Focus [General]

Benefit: Add +2 to the Difficulty Class for all saving throws against spells from the Form the character selects to focus on.

Special: The character can gain this feat multiple times. Its effects do not stack. Each time the character takes the feat, it applies to a new Form.

Spell Penetration [General]

Benefit: The character gets a +4 bonus to caster level checks (1d20+caster level) to beat a creature's spell resistance.

ADDITIONAL EXAMPLES

EXAMPLE

A spellcaster wants to cast a healing spell on a friend in combat but wants to do so at range to keep out of danger. They are desperate to ensure that the spell works and are prepared to take damage to cast the spell successfully. The caster has

Technique (Create) +12 + Form (Body) score +12 + Intelligence modifier +3 = Total +27

Initial DC: Create Body 12 – Heal 2d6 (+1d6/+4DC) points of damage.

Modifiers: +3d6 HP (+12DC), Range Long (+6DC), Backlash Damage 2d6 (-5DC)

Final DC: 25

The spellcaster will automatically succeed in healing their friend 5d6 points of damage provided they make a successful ranged touch attack.

However, the spellcaster will take 2d6 damage for casting this spell.

EXAMPLE

A spellcaster wants to change an enemy Orc (Medium size) into a pig (Small size). The caster has:

Technique (Change) +12 + Form (Body) score of +12 OR Form (Nature) +4 + Intelligence modifier of +3 = Total Change Body +27 OR Total Change Nature +19

Initial DC: Change Body 24 – Turn a humanoid into an Animal of the same size (with a Nature requisite).

Modifiers: -1 Size (+4DC), Duration Concentration (+4DC)

Final DC: 29

Because the spell has an Nature requisite the spellcaster needs to roll a 10 the d20 to turn the orc into a pig with a successful touch attack.

Failure – the spellcaster takes up to 9 points of subdual damage.

EXAMPLE

A spellcaster wants to cast a warding spell on himself that will block fire spells and effects. He is riding a horse as he attempts this spell. The caster has:

Technique (Control) +6 + Form (Fire) +6 Intelligence modifier +3 = Total +12

Initial DC: Control Fire 16 – An invisible, mobile field surrounds the target and prevents spells less than this level from affecting the warded creature/ object. (+ effectiveness/ + DC)

If the spells are damaging – the ward absorbs a maximum 10 points of damage (+20/+4DC).

Modifiers: + Duration Concentration (+4DC) +20 points of damage (+4DC), Vigorous Motion (+4DC)

Final DC: 28

The spellcaster needs to roll a 16 on the d20 to succeed in granting themselves immunity to Fire spells of less than DC 16 or the first 30 points of fire damage for as long the spellcaster concentrates.

Failure – the spellcaster takes up to 15 points of subdual damage.

EXAMPLE

A spellcaster wants to summon Earth Elementals to help him in battle. However, during the casting he is hit and damaged for 9 points of damage. The caster has

Technique (Control) +8 + Form (Earth) score +8 + Intelligence modifier +3 = Total +23

Initial DC: Control Earth 12 – Summon Earth Elementals – up to CR2.

Modifiers: +2CR (+8DC) + Range Close (+2DC) + Duration Concentration (+4DC), + 9HP damage during casting (+9DC)

Final DC: 35

The spellcaster needs to roll an 12 on the d20 to succeed in summoning 4CR worth of Earth Elementals at a range of Close for as long as the spellcaster concentrates.

Failure – the spellcaster takes up to 11 points of subdual damage.

EXAMPLE

A spellcaster wants to interrogate the stone floor of a castle where a woman has been killed. The caster has

Technique (Perceive) +12 + Form (Earth) score +6 + Intelligence modifier +3 = Total +21

Initial DC: Perceive Earth 20 – Speak with artificially worked stone

Modifiers: + Duration Concentration (+4DC),

Final DC: 24

The spellcaster needs to roll a 3 on the d20 to succeed in speaking with the stone floor for as long as he concentrates.

Failure – the spellcaster takes up to 2 points of subdual damage.